The Legends of Sinbad

Year 801 C.E.
4. Galacia
5. Kingdom of Asturius
6. County of Castile
7. Kingdom of Pamplona
8. Kingdom of Aragon
9. Barcelona
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Miles
Hyperborea
Norse Kingdoôms
Celtic Kingdoms
Anglo-Saxon Kingdoms
Kazar Khaganate
Kingdom of Bavaria
Kingdom of Bulgaria
Carolingian Empire
Black Sea
Caspian Sea
Roman Empire
Abbasid Caliphate
Mediterranean Sea
Kingdom of the Moors
Arabian Sea
Londinium
Paris
Rome
Varna
Constantinople
Philipolis
Pliska
Barcino
Saragusta
Tulaytulah
Gurtuba
Marabia
Tanjah
Fes
Cyrene
Alexandria
Jerash
Baghdad
Basra
Naibul
Charak

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The Legends of Sinbad

Chapter One: Contents

Welcome brave explorer to the world of Sinbad and the Arabian Nights! The year is 801 C.E., and you are about to enter a world of high magic and danger, of exploration and lost treasures, and of monsters and evil magicians. The Legends of Sinbad Roleplaying GameTM is a game loosely based on real-world history and mythology but is, first and foremost, a sword-and-sorcery campaign setting. In this world, brave knights hunt dragons; evil magicians consort with demons in exchange for dark powers; mythological monsters haunt ancient ruins and guard fabulous treasures; and wily rogues bring down evil viziers and save entire kingdoms!

While historical figures, kingdoms, and empires lie within the pages of this book, no actual knowledge of history will be required to play. This is your campaign world—your PCs are free to kill Charlemagne or rise to the title of Caliph of the Abbasid Empire! And though this game is based on the tales of the Arabian Nights, the setting is vast and diverse, allowing for several genres of play. The lands of the Arabian Nights are home to ancient genies and powerful sultans, a sprawling empire of crawling dune seas, onion-shaped palace domes, and flying carpets. It is the land of Sinbad and the 40 Thieves and the most powerful and advanced dominion in this campaign. But while this is a land of trackless deserts and burning suns, it is but one of many. There is also the land of the fierce Norsemen, a far northern realm of swift longships that cut through waters as deftly as the barbarians' swords cut through flesh; it is a land of giants and kraken and Valkyrie, as different from the Caliphate as night is from day. And in between these two extremes lies every other trope you have come to expect from a vast and rich roleplaying game campaign world.

But this sourcebook provides more than a fully realized campaign. In addition to the new classes, this book provides an equipment chapter featuring items commonly available in 9th-century Europe and the Middle East; campaign ideas featuring fleshed-out villains, cults, and organizations; new magical items; and new beasts with which to populate your world. The Legends of Sinbad Roleplaying GameTM has everything for Game Masters to use to thread an epic tale of personal redemption or glory. So get ready to enter the remarkable world of Sinbad and the Arabian Nights!

The World

The world of 801 C.E. was quite different from today. The western Roman empire had fallen, and in its wake the Abbasid Caliphate became the new center of learning and wisdom. Though Sinbad is set in a historical time-

frame, don't feel constrained by real-world history. This is a period that is ripe for campaigning, and in our version, the magic and monsters of legend are real.

The realms of this period represent a very diverse set of cultures. The eastern Roman Empire (simply referred to as The Roman Empire in this book, though history would later dub it the Byzantium Empire) retains a centralized government under the emperor and has a distinct "classical" feel, while the Anglo-Saxon kingdoms and the Carolingian Empire are feudal in nature, with the emerging knight classes, lords and their castles, and serfs. The barbarian Vikings of the Norselands have just entered the world stage, and the Abbasid Caliphate is the classic Arabian Nights setting.

Your players can be from any of these lands, and indeed we encourage a diverse set of characters for a richer campaigning experience.

Races

The only playable race in SINBAD is human. However, where the diversity lies is in the various cultures and ethnicities. Each ethnicity is described more fully in the KINGDOMS & EMPIRES chapter.

Magic

As previously mentioned, Sinbad is a world of magic and monsters. But magic is still a mystery to most, and practicing magic—especially openly—is likely to get you burned at the stake in most cities. But the world holds all manner of forgotten lore and power, guarded by dark and terrible things, and discovering these ancient treasures and esoteric knowledge will be the goal of many campaigns.

Secret Societies

There are many secret societies in the world of Sinbad… and most are not out for the betterment of the world. Many secret societies, like the Sorcerers of the Black Sands, have their own agendas, and if the PCs get in their way… may their god help them.

Where To Start

If this is your first experience with a Savage Worlds game setting, then you should read the book cover to cover. If you're already familiar with the rules, then take some time to digest the setting and get a feel for the flavor of the campaign world.

Players should begin by reading the character generation and gear chapters. Those who want to delve into the mysterious arcane arts should check out the magic chapter as well. The player should also read the relevant section on his or her home kingdom or empire.

Characters

Sinbad is a typical sword & sorcery campaign world. Characters don't have to be heroes setting out on quests – in fact, it's often more fun to give your players mundane, real-world goals and allow the adventure to spring up organically from that. However, there's nothing stopping you from creating a standard hero as you would in a high-fantasy campaign.

Below is a list of archetypes to help get into the spirit of the setting. Once you've decided on the type of character you want to play, move straight on to Making Characters.

Bandit:
All across the known world, there are those who raise merchant caravans, isolated travelers, or even poorly defended towns and villages to get what they need to survive (or simply want).

Druid:
The Celtic kingdoms are home to ancient magic. The druids are the part warrior, part spiritual leaders of these ancient tribes.

Explorer:
Explorers chart new trade routes, find long-forgotten cities, and, occasionally, awaken ancient and terrible evils...

Fighter:
The world of Sinbad is in desperate need of warriors. These can be found from ancient tribes to highly organized and disciplined armies.

Healer:
Healers dedicate themselves to the art of health and recovery, of both the body and the spirit, employing rare herbs and ancient knowledge for their craft.

Knight:
The rise of feudalism in the Anglo-Saxon kingdoms and the Carolingian Empire have seen the rise of the elite martial warrior—the knight—dedicated to his lord and his king, protector of the realm, and defender of the people.

Noble:
With the rise of feudalism, a new class of dynastic nobility has also risen. For good or ill, the nobles hold incredible power in Europe.

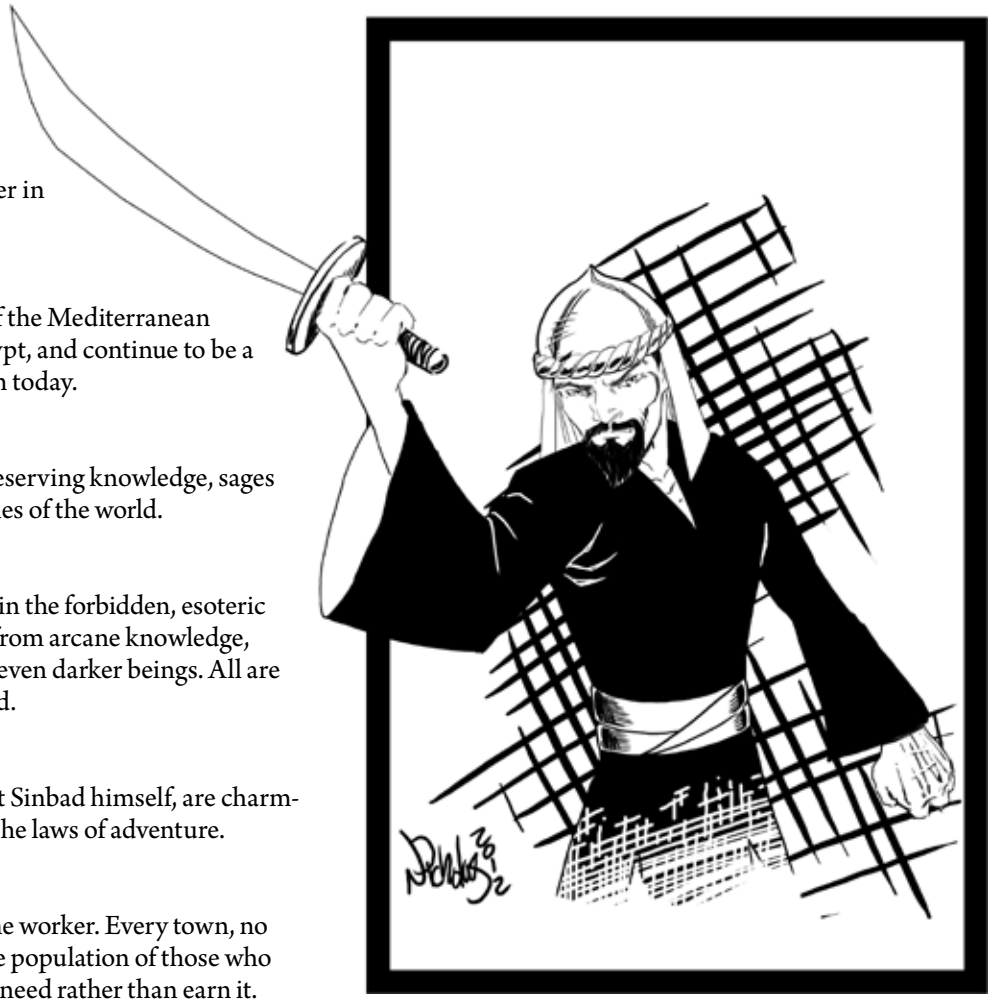
Pirate:
Pirates have been a plague of the Mediterranean since the days of ancient Egypt, and continue to be a source of fear and dread even today.

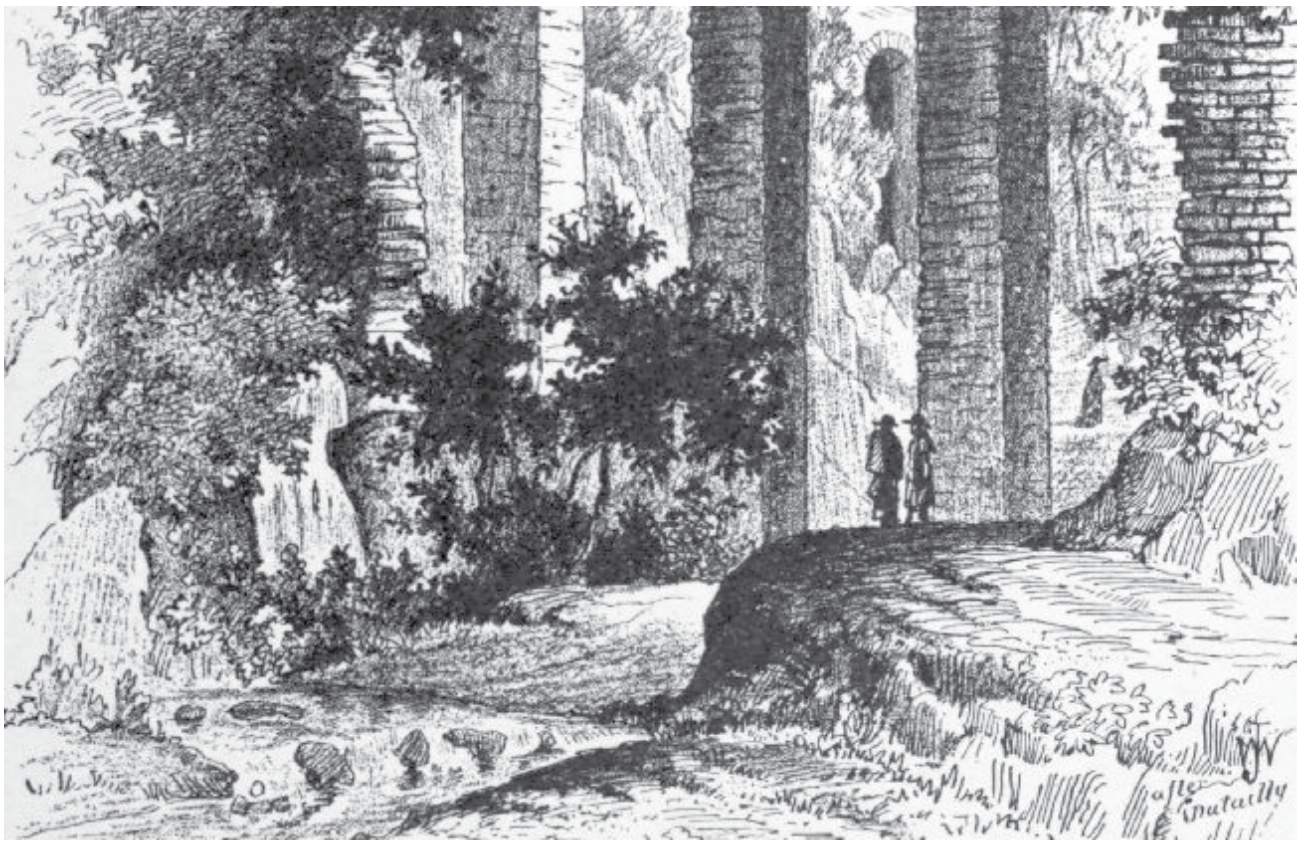
Sage:
Dedicated to finding and preserving knowledge, sages strive to uncover the mysteries of the world.

Sorcerer:
There are those who dabble in the forbidden, esoteric arts. Some get their powers from arcane knowledge, others from dark pacts with even darker beings. All are cause for suspicion and dread.

Swashbuckler:
Swashbucklers, like the great Sinbad himself, are charming rogues who only live by the laws of adventure.

Thief:
The thief is as common as the worker. Every town, no matter the size, has a sizeable population of those who would rather take what they need rather than earn it.





Chapter Two: Making Characters

Follow these steps to make your hero:

1. Race

In The Legends of Sinbad, you can choose from among many different ethnicities, as described in the Kingdoms and Empires chapter. However, since all races are human, all characters begin with one free Edge.

2. Traits

Characters are defined by attributes and skills, collectively called "Traits," and both work in exactly the same way. Attributes and skills are ranked by die types, from a d4 to a d12, with d6 being the average for adult humans. Higher is better!

Attributes

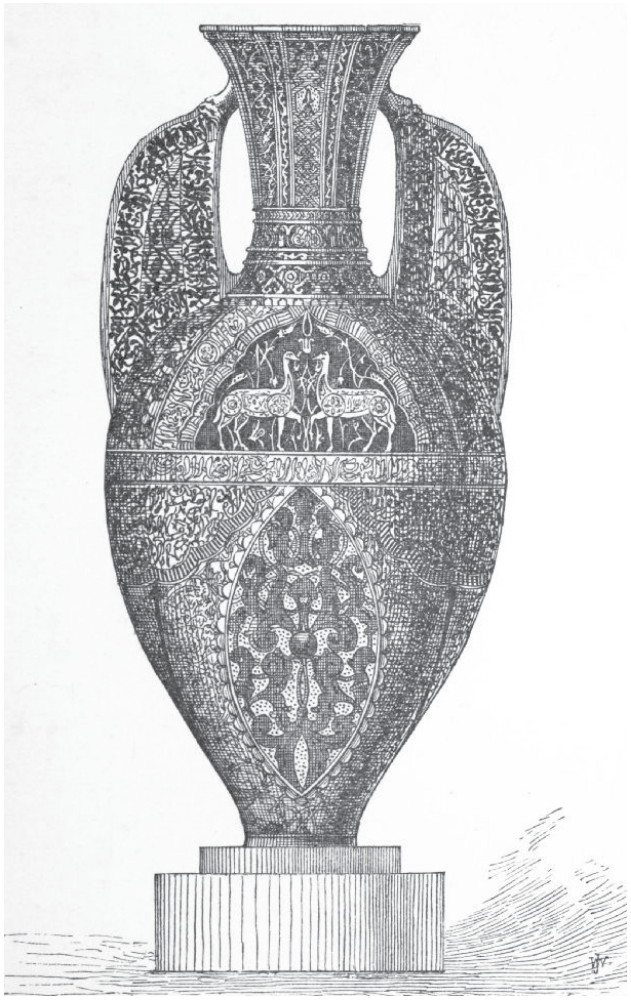
Every character starts with a d4 in each attribute, and has 5 points with which to raise them. Raising a d4 to a d6, for example, costs 1 point. You're free to spend these points however you want with one exception: no attribute may be raised above a d12.

• **Agility** is your hero's nimbleness, quickness, and dexterity.

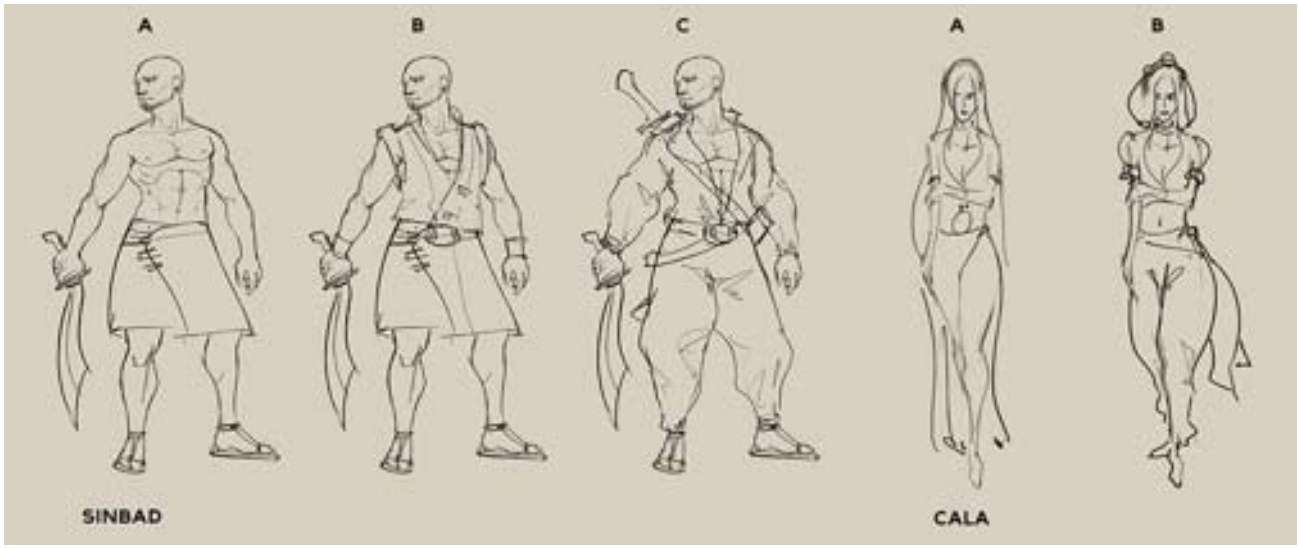
• **Smarts** is a measure of how well your character knows his world and culture, how well he thinks on his feet, and mental agility.

• **Spirit** reflects inner wisdom and willpower. Spirit is very important as it helps your character recover from being Shaken.

• **Strength** is raw physical power and general fitness. Strength is also used to generate your warrior's damage in hand-to-hand combat.



• **Vigor** represents endurance, resistance to disease, poison, or toxins, and how much pain and physical damage a hero can shake off.



Skills

Skills are learned abilities such as Shooting, Fighting, scientific knowledge, professional aptitudes, and so on. These are very general descriptions which cover all related aspects. Shooting, for example, covers all types of guns, bows, rocket launchers, and other ranged weapons.

You have 15 skill points to distribute among your skills. Each die type costs 1 point (starting at d4) as long as the skill is equal to or less than the attribute it's linked to (listed beside the skill in parentheses). If you exceed the attribute, the cost becomes 2 points per die type. As with attributes, no skill may be increased above d12.

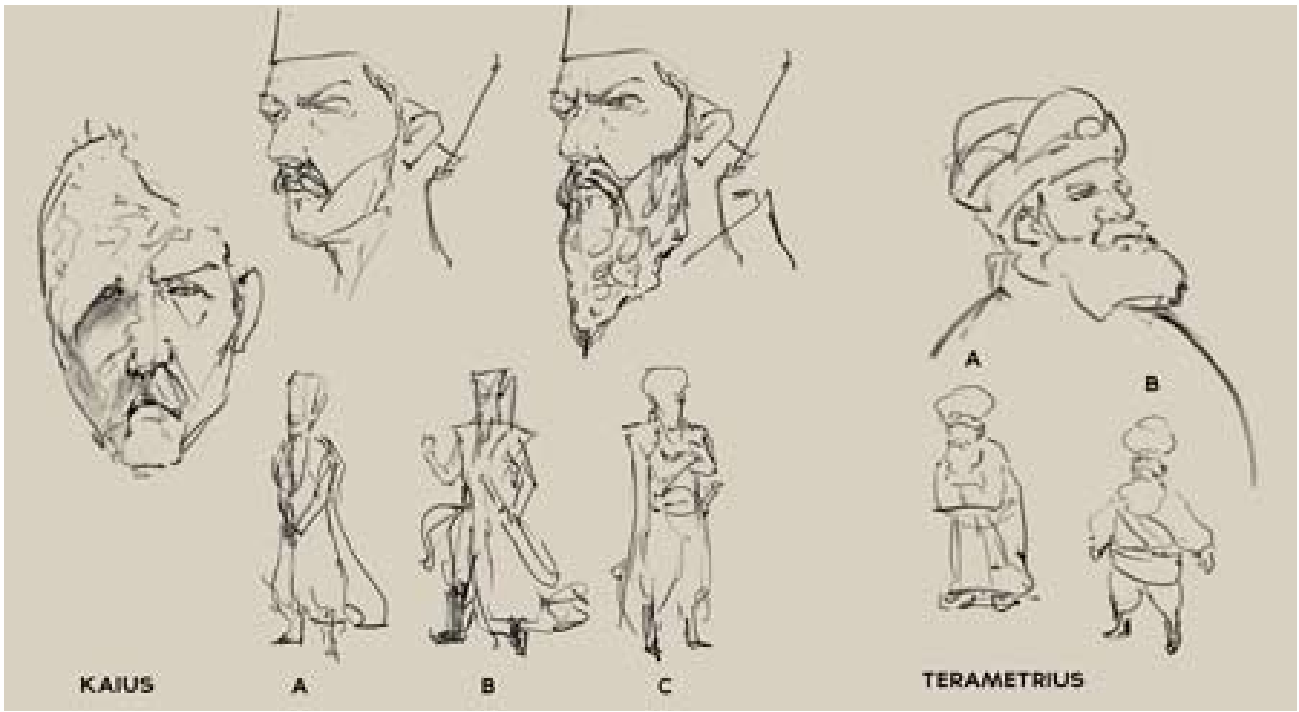
Example: Fighting is linked to Agility. A character with a d8 Agility can buy Fighting for one point per die type to d8. Buying a d10 costs 2 points, and a d12 costs another 2 points.

Derived Statistics

Your character sheet contains a few other statistics you need to fill in, described below.

Charisma is a measure of your character's appearance, manner, and general likability. It's 0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls, and is used by the GM to figure out how nonplayer characters react to your hero.

Pace is how fast your character moves in a standard combat round. Humans walk 6" in a round and can move an additional 1d6" if they run. Write "6" on your character sheet beside the word Pace. This is 6" on the table-top—every inch there represents 2 yards in the "real world."



Parry is equal to 2 plus half your character's Fighting (2 if a character does not have Fighting), plus any bonuses for shields or certain weapons. This is the Target Number (TN) to hit your hero in hand-to-hand combat.

For stats such as d12+1, add half the fixed modifier, rounded down. For instance, a Fighting skill of d12+1 grants a Parry of 8 (2+half of d12), whereas a d12+2 gives a Parry of 9 (2+half of d12+2).

Toughness is your hero's damage threshold. Anything over this causes him to be rattled or worse. Toughness is 2 plus half your hero's Vigor, plus Armor (use the armor worn on his torso). Vigor over a d12 is calculated just like Parry.

3. Edges & Hindrances

Great heroes are far more than a collection of skills and attributes. It's their unique gifts, special powers, and tragic flaws that truly make them interesting characters.

Characters can take Edges by balancing them out with Hindrances. You'll find a complete list of Edges and Hindrances later in this book.

You can take one Major Hindrance and two Minor Hindrances. A Major Hindrance is worth 2 points, and a Minor Hindrance is worth 1 point.

For 2 points you can:
- Raise an attribute one die type, or
- Choose an Edge

For 1 point you can:
- Gain another skill point, or
- Gain additional money equal to your starting funds (if you start with 500 dinar, you gain an additional 500 dinar)

4. Gear

Next you need to purchase equipment. Unless your GM says otherwise, the standard starting amount is 500 dinar.

5. Background Details

Finish your character by filling in any history or background you care to. Ask yourself why your hero is where she is and what her goals are. Or you can just start playing and fill in these details as they become important.

Archetypes

Below are pre-made archetypes for the gamer on the go!

Druid

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4
Skills: Fighting d4, Investigation d6, Knowledge (Arcana) d6, Notice d6, Spellcasting d10, +4 additional skill points Charisma: –; Pace: 6; Parry: 4; Toughness: 4
Hindrances: One Major, two Minor
Edges: Arcane Background (Magic), New Power, Power Points

Swashbuckler

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d12, Notice d6, Stealth d6, Taunt d8
Charisma: –; Pace: 6; Parry: 8; Toughness: 5
Hindrances: One Major, two Minor Edges: Florentine, Two Fisted

Fighter

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Fighting d10, Intimidation d6, Notice d6, +4 additional skill points
Charisma: –; Pace: 6; Parry: 7; Toughness: 6
Hindrances: One Major, two Minor Edges: Brawny, Sweep

Explorer

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Investigation d8, Notice d8, Persuasion d6, Shooting d6, Streetwise d8
Charisma: –; Pace: 6; Parry: 5; Toughness: 5
Hindrances: One Major, two Minor Edges: Connections, Investigator

Knight

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Notice d6, Persuasion d6, Shooting d6, +3 additional skill points
Charisma: –; Pace: 6; Parry: 5; Toughness: 5
Hindrances: One Major, two Minor
Edges: Brave, Noble

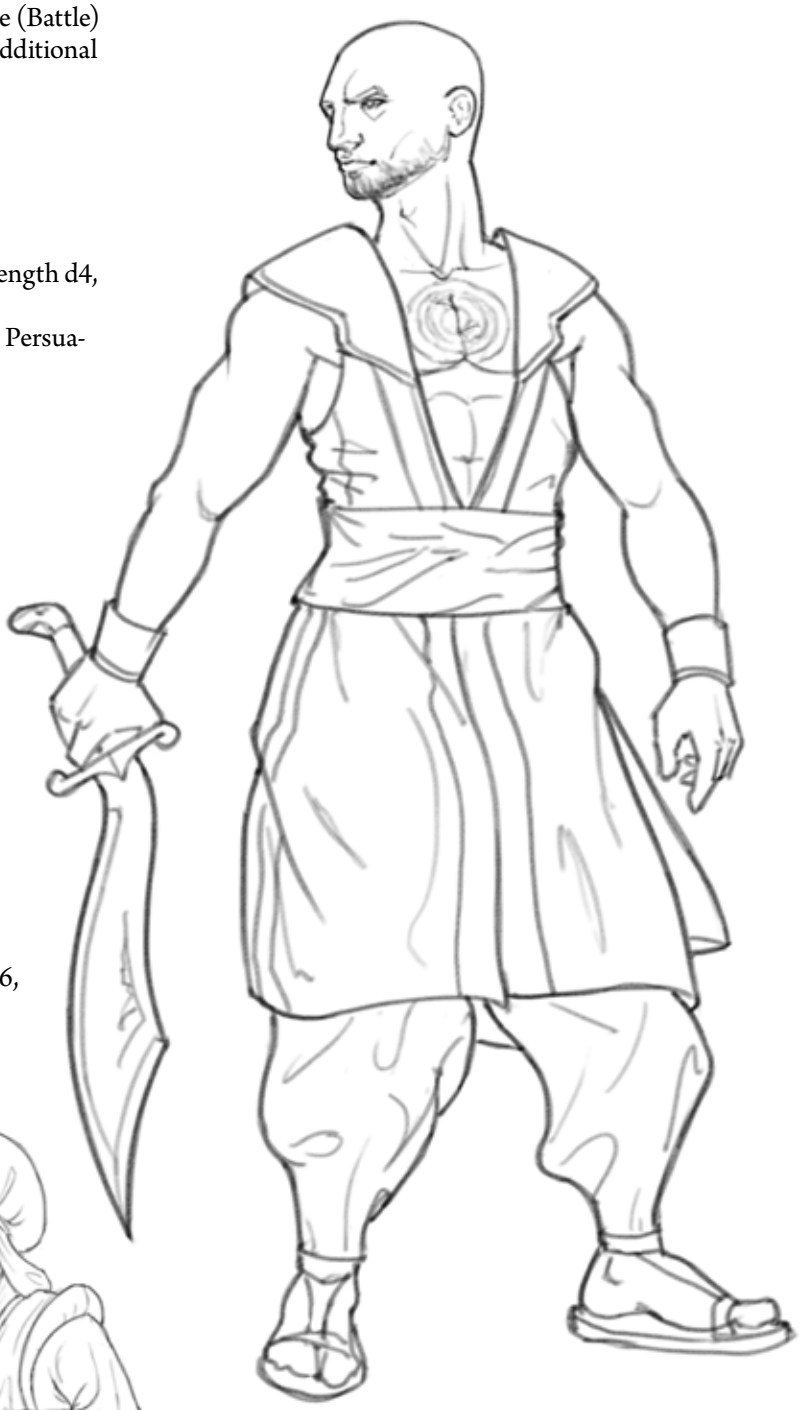
Noble
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d8, Persuasion d8, Shooting d6, +3 additional skill points
Charisma: –; Pace: 6; Parry: 5; Toughness: 5
Hindrances: One Major, two Minor
Edges: Command, Noble

Sorcerer
Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4
Skills: Fighting d4, Investigation d6, Knowledge (Arcana) d6, Notice d6, Spellcasting d10, +4 additional skill points Charisma: –; Pace: 6; Parry: 4; Toughness: 4
Hindrances: One Major, two Minor
Edges: Arcane Background (Magic), New Power, Power Points

Pirate
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Boating d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Taunt d6
Charisma: –; Pace: 6; Parry: 7; Toughness: 5
Hindrances: One Major, two Minor Edges: Acrobat, Steady Hands

Healer
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Faith d8, Fighting d6, Healing d8, Notice d6, +4 additional skill points
Charisma: –; Pace: 6; Parry: 5; Toughness: 5
Hindrances: One Major, two Minor
Edges: Arcane Background (Miracles), Healer

Thief
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Stealth d8, Streetwise d6, Taunt d6
Charisma: –; Pace: 6; Parry: 5; Toughness: 5



Hindrances: One Major, two Minor
Edges: Assassin, Thief

Sage
Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6
Skills: Investigation d6, Knowledge (Science) d10, Knowledge
(Other) d10, Notice d8, Repair d6
Charisma: –; Pace: 6; Parry: 2; Toughness: 5
Hindrances: One Major, two Minor
Edges: Jack-of-All-Trades, Scholar

Chapter Three: Skills

On the following pages are skills available to your character.

Boating (Agility)

Characters with this skill can handle most any boat or ship. They generally know how to handle common tasks associated with their vessels as well (tying knots, rigging sails, etc.).

Climbing (Strength)

Characters may sometimes have to climb tall objects under duress, perhaps to scale a cliff to attack archers stationed above, or to evade a terrifying creature on the ground below!

No roll is usually needed to ascend ladders, ropes, or trees with lots of limbs unless the GM feels there's a good reason (being chased, wounded, etc.). In more stressful situations, a character makes a Climbing roll and checks the results below.

Remember that these measurements are listed in table-top inches, with each inch representing two yards in the real world.

• **Fail:** The character makes no progress. If the Climbing roll is a total of 1 or less, he falls to the next level below—whatever that may be. If the hero was secured by a rope or other restraint, he falls half the length of the restraint and suffers a Fatigue level instead.
• **Success:** The hero ascends a number of vertical inches on the table-top equal to half his Strength. A hero with a d6 Strength, for example, can climb 3" in a round if he makes his Climbing roll.
• **Raise:** As Success, above, but the character moves an additional 2".

> **Prepared Climbs:** Break lengthy ascents into three roughly even sections. Failing a Climbing roll after a break point typically means the hero falls that distance if free- climbing.
> **Ropes:** Those secured with a rope typically only suffer a level of Fatigue from Bumps and Bruises. Of course the Game Master might decide the rope has a chance of breaking under a sudden strain. This is rare in reality, but for dramatic effect, roll a d6. On a 1, the rope breaks and the character falls the entire length of the last section climbed.

Climbing Modifiers

Modifier	*Situation*
+2	*Antique or medieval climbing equipment*
+4	*Modern climbing equipment*
–2	*Scarce or thin handholds*
–2	*Wet or slippery surface*

Fighting (Agility)

Fighting covers all hand-to-hand (melee) attacks, whether it's with fists, axes, laser swords, or martial arts. The TN to hit an opponent is his Parry (2 plus half his Fighting).

Healing (Smarts)

Healing is the art of stopping wounds and treating existing injuries. In general, every success and raise on a Healing roll eliminates a wound. The healer must subtract not only his own wounds from the roll as usual, but those of his patient as well.

Intimidation (Spirit)

Intimidation is the art of frightening an opponent with sheer force of will, veiled or overt threats, or sometimes just really big guns. This is an opposed roll between the hero's Intimidation and his opponent's Spirit.

Investigation (Smarts)
A character skilled in Investigation knows how to research information.

Knowledge (Smarts)
Knowledge is a catch-all skill that must have a focus of some sort, such as Knowledge (History) or Knowledge (Magic). The player can choose the focus of his character's knowledge, which might reflect his background and education. The skill can be taken multiple times with different focuses to reflect different areas of expertise.

> **Common Knowledge:** Characters don't need a Knowledge skill to know something about a particular field. Basic information should be covered by Common Knowledge assuming it makes sense within a character's background. A mercenary with a penchant for reading or a young history student, for example, doesn't necessarily need Knowledge (History). If tasked with a historical question, however, the two might roll normally while those without such a background roll at a penalty.

> **Languages:** Knowledge can also be used to reflect knowing a language other than one's own. The higher the level, the better the character can speak and mimic regional dialects, as shown below.

Lockpicking (Agility)
Lockpicking is the ability to bypass locks. Lockpicking is also used to disarm the catches and triggers on traps, unless a more relevant skill seems appropriate for a particular trap.

Knowledge (Language) Table

Skill Ability	
d4	*The character can read, write, and speak common words and phrases*
d6	*The speaker can carry on a prolonged but occasionally halting conversation*
d8	*The character can speak fluently*
d10	*Hero can mimic other dialects within the language*
d12	*The speaker can masterfully recite important literary or oral works*

Notice (Smarts)
Notice is a hero's general alertness and ability to search for items or clues. This covers hearing rolls, detecting ambushes, spotting hidden weapons and even scrutinizing other characters to see if they're lying, frightened, and so on. The more raises a character gets on a Notice roll, the more information the Game Master should reveal.

Persuasion (Spirit)
Persuasion is the ability to convince others to do what you want them to do.

Nonplayer characters start at one of five different attitudes: Hostile, Uncooperative, Neutral, Friendly, or Helpful. A successful Persuasion roll improves the Extra's attitude one step, or two with a raise. Failure, on the other hand, decreases the character's attitude by a step, or two if a 1 is rolled on the Persuasion die (regardless of the Wild

Die). Most Extras won't change their reaction more than one or two levels during a single exchange, but that's entirely up to the Game Master and the situation.
> **Charisma:** Persuasion is always modified by a character's Charisma.
> **Player Characters:** Persuasion should never be used on other player characters. Their attitudes should be decided entirely by their players.
> **Reaction Table:** If the Game Master doesn't already have an initial attitude in mind for the Extra, he can roll on the chart below.

Reaction Table

2d6 Initial Reaction

2 Hostile: *The target is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.*

3-4 Uncooperative: *The target isn't willing to help unless there's a significant advantage to himself.*

5-9 Neutral: *The target has no particular attitude and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.*

10-11 Friendly: *The target will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.*

12 Helpful: *The target is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.*

Repair (Smarts)
Repair is the ability to fix gadgets, vehicles, weapons, and other machines. Characters suffer a –2 penalty to their rolls if they don't have access to basic tools. A raise on a Repair roll halves the time required by the specific task.

Riding (Agility)
Riding allows a hero to mount, control, and ride any beast common to his setting. Players should note that mounted characters use the lowest of their Fighting or Riding skills when fighting from horseback.

Shooting (Agility)
Shooting covers all attempts to hit a target with a ranged weapon such as a bow or sling. The basic Target Number to hit is 4 as usual, though there are a number of important modifiers such as range that frequently come into play.

Stealth (Agility)
Stealth is the ability to both hide and move quietly, as well as palm objects and pick pockets.

For a character to sneak up on foes and infiltrate enemy lines, start by figuring out if the "guards" the heroes are sneaking up on are "active" or "inactive." Inactive guards aren't paying particularly close attention to their surroundings. The group need only score a standard success on their individual Stealth rolls to avoid being seen. Failing a Stealth roll in the presence of inactive guards makes them active.

Active guards make opposed Notice rolls against the sneaking characters' Stealth skills. Failing a roll against active guards means the character is spotted.

Apply the following modifiers to all Stealth rolls:
> **The Last Step:** Sneaking to within 6" of a foe (usually to get close enough for a melee attack) requires an opposed Stealth roll versus the target's Notice, whether the guard is active or inactive.
> **Movement Rate:** Out of combat, each Stealth roll covers moving up to five times the character's Pace. In combat, the Stealth roll covers only a single round of movement.
> **Stealth for Groups:** Out of combat, make only one Stealth roll for each like group of characters. Use the low-

Stealth Modifiers		
Situation Modifier		
Crawling +2	*Darkness +2*	*Medium cover +2*
Running –2	*Pitch darkness +4*	*Heavy cover +4*
Dim light +1	*Light cover +1*	

est movement rate to determine how much ground is covered. The observers also make a group roll to Notice their foes. Once a combat breaks down into rounds, Stealth and Notice rolls are made on an individual basis.

Streetwise (Smarts)

Streetwise characters are able to gather information from the street, saloons, or other contacts through bribes, threats, or carousing. Finding written information in libraries and the like is covered by the Investigation skill. Streetwise is always modified by a character's Charisma modifier.

Survival (Smarts)

Survival allows a character to find food, water, or shelter in hostile environments. A character may only make one roll per day. A successful roll finds sustenance for one person, a raise on the roll finds food and water for five adults. Horses and other large beasts count as two adults. Children, camels, or others with small appetites count as half. Those who benefit from the roll do not have to make Fatigue rolls for the day for food, water, or shelter.

Swimming (Agility)

Swimming determines if a character floats or sinks in water, as well as how fast he can move within it. A character's Pace is half his Swimming skill in inches per turn in normal water (round up). Choppy water counts as rough terrain and halves this rate. Characters may not "run" while swimming for extra movement.

> **Holding Your Breath:** Characters can hold their breath for a number of rounds equal to 2 plus their Vigor die, or half that if they weren't prepared for being submerged and didn't have time to get a good breath.

Taunt (Smarts)

Taunt is a Test of Wills attack against a person's pride through ridicule, cruel jokes, or one-upmanship. This is an opposed roll against the target's Smarts.

Throwing (Agility)

Throwing governs all sorts of thrown weapons, from hand grenades to knives, axes, and spears. Throwing works just like the Shooting skill, and uses all the same modifiers, including those for Range. The Rate of Fire of a thrown attack is 1 per hand, so a human character could throw two items at once (one with each hand), suffering the usual multi-action and off-hand penalties.

Tracking (Smarts)

Tracking allows a character to follow the tracks of one or more individuals in any type of terrain. Each roll generally covers following the tracks for one mile, but the GM may adjust this dramatically for more specific or small scale searches.

Tracking Modifiers	
Modifier	*Situation*
+2	*Tracking more than 5 individuals*
+4	*Recent snow*
+2	*Mud*
+1	*Dusty area*
–4	*Raining*
–2	*Tracking in poor light*
–2	*Tracks are more than one day old*
–2	*Target attempted to hide tracks*

Chapter Four: Hindrances

Hindrances are character flaws and physical handicaps that occasionally make life a little tougher for your hero. Some Hindrances are more or less subjective (such as Overconfident). They're there to help you roleplay your character, and might even net you more Bennies since the Game Master awards them for properly playing your character.

A character may take one Major Hindrance and up to two Minor Hindrances. You're free to take more if you think they fit your character description, but you don't get additional points for them.

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Anemic (Minor)

An anemic character is particularly susceptible to sickness, disease, environmental effects, and fatigue. He subtracts 2 from all Fatigue checks such as those made to resist poison and disease.

Arrogant (Major)

Your hero doesn't think he's the best—he knows he is, and he flaunts it every chance he gets.

Winning just isn't enough for your hero. He must completely dominate his opponent. Anytime there is even a shadow of a doubt as to who is better, he must humiliate his opponent and prove he can snatch victory any time he wishes. He is the kind of man who disarms an opponent in a duel just so he can pick the sword up and hand it back with a smirk.

Arrogant heroes always look for the "boss" in battle, attacking lesser minions only if they get in the way.

Bad Eyes (Minor or Major)

Your hero's eyes just aren't what they used to be. He suffers a –2 penalty to any Trait roll made to shoot or Notice something more than 5" (10 yards) distant.

Bad Luck (Major)

Your hero is a little less lucky than most. He gets one less Benny per game session than normal. A character cannot have both Bad Luck and the Luck Edge.

Big Mouth (Minor)

Loose lips sink ships, the saying goes. Your hero's mouth could drown an armada. Your character can't keep a secret very well. He reveals plans and gives away things best kept among friends, usually at the worst possible times.

Blind (Major)

The individual is completely without sight. He suffers a –6 to all physical tasks that require vision (which is most everything) and –2 to most social tasks as he can't "read" those he's interacting with as well as others.

On the plus side, Blind characters gain their choice of a free Edge to compensate for this particularly difficult Hindrance.

Bloodthirsty (Major)

Your hero never takes prisoners unless under the direct supervision of a superior. This can cause major problems in a military campaign unless his superiors condone that sort of thing. Your killer suffers –4 to his Charisma, but only if his cruel habits are known.

Cautious (Minor)
Some folks gather too much intelligence. This character personifies over-cautiousness. He never makes rash decisions and likes to plot things out in detail long before any action is taken.

Clueless (Major)
Your hero isn't as aware of his world as most others. He suffers –2 to Common Knowledge rolls.

Code of Honor (Major)
Honor is very important to your character. He keeps his word, won't abuse or kill prisoners, and generally tries to operate within his world's particular notion of proper gentlemanly or ladylike behavior. Most knights have this hindrance.

Curious (Major)
It killed the cat, and it might kill your hero as well. Curious characters are easily dragged into any adventure. They have to check out everything and always want to know what's behind a potential mystery.

Death Wish (Minor)
Having a death wish doesn't mean your adventurer is suicidal—but he does want to die after completing some important goal. Maybe he wants revenge for the murder of his family, or maybe he's dying from disease and wants to go out in a blaze of glory. He won't throw his life away for no reason, but when there's a chance to complete his goal, he'll do anything—and take any risk—to achieve it.

This Hindrance is usually Minor unless the goal is relatively easily fulfilled (very rare).

Delusional (Minor or Major)
Your hero believes something that is considered quite strange by everyone else. Minor Delusions are harmless or the character generally keeps it to himself.

With a Major Delusion, he expresses his view on the situation frequently and it can occasionally lead to danger.

Elderly (Major)
Your adventurer is getting on in years, but he's not quite ready for the nursing home. His Pace is reduced by 1, and his Strength and Vigor drop a die type to a minimum of d4, and cannot be raised thereafter.

On the plus side, the wisdom of his years grants the hero 5 extra skill points that may be used for any skills linked to Smarts.

Enemy (Minor or Major)
Someone out there hates the character and wants him dead. The value of the Hindrance depends on how powerful the enemy is and how often he might show up. A Minor Enemy might be a lone gunslinger out for vengeance. A Major Enemy might be a supernatural gunslinger who wants your hero dead.

If the enemy is one day defeated, the GM should gradually work in a replacement, or the hero may buy off the Hindrance by sacrificing an Advance.

Greedy (Minor or Major)
Your miserly hero measures his worth in treasure. If a Minor Hindrance, he argues bitterly over any loot acquired during play. If a Major Hindrance, he fights over anything he considers unfair, and may even kill for his "fair share."

Hard of Hearing (Minor or Major)
Characters who have lost some or all of their hearing have this disadvantage. As a Minor Hindrance, it subtracts 2 from all Notice rolls made to hear, including awaking due to loud noises. A Major Hindrance means the character is deaf. She cannot hear and automatically fails all Notice rolls that depend on hearing.

Heroic (Major)
This noble soul never says no to a person in need. She doesn't have to be happy about it, but she always comes to the rescue of those she feels can't help themselves. She's the first one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.

Illiterate (Minor)
Your hero cannot read. He can probably sign his name but can do little else. He also doesn't know much about math either. He can probably do 2+2=4, but multiplication and the like are beyond him.

Illiterates can't read or write in any language, by the way, no matter how many they actually speak.

Lame (Major)
A past wound has nearly crippled your hero. His basic Pace is reduced by 2 and he rolls only a d4 for running rolls. A character's Pace may never be reduced below 1.

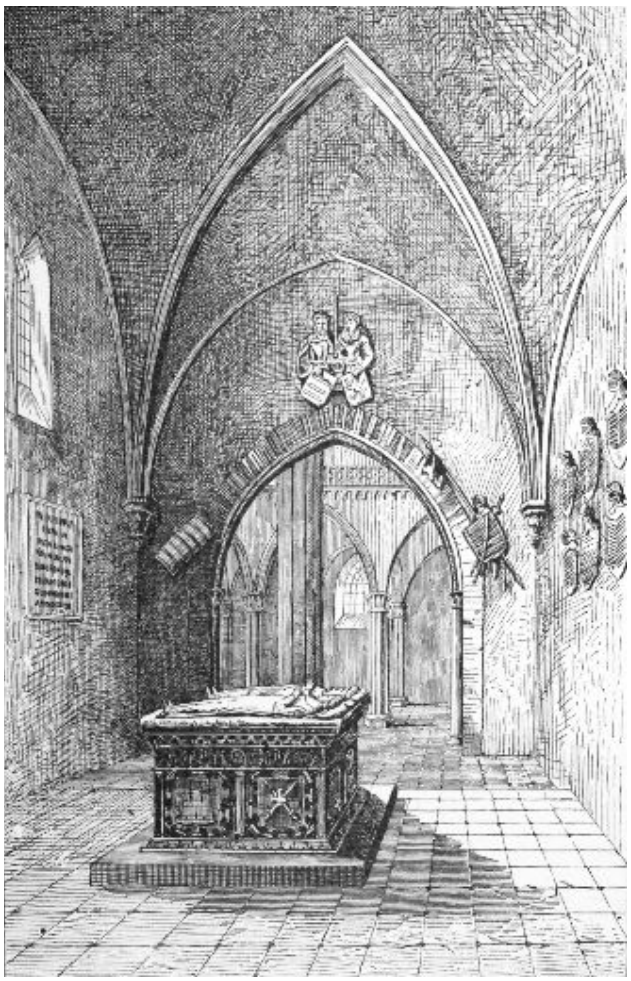
Loyal (Minor)
Your character may not be a hero, but he'd give his life for his friends. This character can never leave a man behind if there's any chance at all he could help.

Mean (Minor)
This fellow is ill-tempered and disagreeable. No one really likes him, and he has trouble doing anything kind for anyone else. He must be paid for his troubles and doesn't even accept awards graciously. Your character suffers –2 to his Charisma.

Obese (Minor)
Particularly large people often have great difficulty in dangerous physical situations. Those who carry their weight well have the Brawny Edge. Those who don't handle it very well are Obese. A character cannot be both Brawny and Obese. An Obese hero adds 1 to his Toughness, but his Pace is decreased by 1 and his running die is a d4. Obese characters may also have difficulty finding armor or clothing that fits, squeezing into tight spaces, or even riding in confined spaces.

One Arm (Major)
Whether by birth or battle, your hero has lost an arm. Fortunately, his other arm is (now) his "good" one. Tasks that require two hands, such as Climbing, suffer a –4 modifier.

One Eye (Major)
Your hero lost an eye for some unfortunate reason. If he doesn't wear a patch or buy a glass replacement (typically 500 dinar), he suffers –1 to his Charisma for the grotesque wound.



He suffers –2 to any Trait rolls that require depth perception, such as Shooting or Throwing, jumping a ravine or rooftop, and so on.

One Leg (Major)
With a prosthetic—such as a wooden leg—One Leg acts exactly like the Lame Hindrance, reducing Pace by 2 and running rolls are now a d4. Without a prosthetic, the character's Pace is 2 and he can never run. He also suffers –2 to Traits that require mobility, such as Climbing and Fighting. A character with one leg also suffers a –2 penalty to his Swimming skill (and Pace).

Outsider (Minor)
In a society made up of only a few types of people, your hero isn't one of them. Locals are likely to raise prices on the Outsider, ignore pleas for help, and generally treat him as if he's of a lower class than the rest of their society.

In addition to the roleplaying effects above, your hero's Charisma suffers a –2 modifier among all but his own people.

Overconfident (Major)
There's nothing out there your hero can't defeat. At least

that's what he thinks. He believes he can do most anything and never wants to retreat from a challenge. He's not suicidal, but he certainly takes on more than common sense dictates.

Pacifist (Minor or Major)

Your hero absolutely despises violence. Minor pacifism means he only fights when given no other choice, and never allows the killing of prisoners or other defenseless victims.

Major Pacifists won't fight living characters under any circumstances. They may defend themselves, but won't do anything to permanently harm sentient, living creatures. Note that undeniably evil creatures, undead, demons, and the like are fair game. A Major Pacifist might also fight with nonlethal methods, such as with his fists. Such characters only do so when obviously threatened, however.

Phobia (Minor or Major)

Phobias are overwhelming and irrational fears that stay with a hero for the rest of his life. Whenever a character is in the presence of his phobia, he subtracts 2 from all his Trait tests as a Minor Hindrance, and 4 if the fear is a Major Phobia.

Phobias shouldn't be too obvious—everyone should be afraid of vampires, for example, so it's not a phobia—it's common sense. Instead, the phobia usually centers on some random element the mind focused on during whatever encounter caused such a fright. Remember, phobias are irrational fears.

Poverty (Minor)

It's said a fool and his money are soon parted. Your hero is that fool. He starts with half the usual money (so 250 dinar) and just can't seem to hang onto funds acquired after play begins. In general, the player halves his total funds every game week.

Quirk (Minor)

Your hero has some minor foible that is usually humorous, but can occasionally cause him trouble. A swashbuckler may always try to first slash his initials on his foes before attacking, a dwarf may brag constantly about his culture, or a snobby debutante might not eat, drink, or socialize with the lower class.

Small (Major)

Your character is either very skinny, very short, or both relative. Subtract 1 from his Toughness for his reduced stature.

Stubborn (Minor)

This stubborn individual always wants his way and never admits he's wrong. Even when it's painfully obvious he's made a mistake he tries to justify it with half-truths and rationalizations.

Ugly (Minor)

Unfortunately, this individual hit more than a few ugly sticks on his way down the tree of life. His Charisma is lowered by 2, and he is generally shunned by members of the opposite sex.

Vengeful (Minor or Major)

Your character always attempts to right a wrong he feels was done to him. If this is a Minor Hindrance, he usually seeks vengeance legally. The type and immediacy of his vengeance varies by character, of course. Some plot and scheme for months to extract what they see as justice. Others demand immediate results.

If this is a Major Hindrance, your character will kill to rectify his perceived injustice.

Vow (Minor or Major)

The character has a vow of some sort. Whether it's Major or Minor depends on the Vow itself. Some may have Vows to particular orders or causes, to the Hippocratic Oath, to rid the world of evil, and so on. The danger in fulfilling the Vow and how often it might occur determines the level of the Hindrance. Whatever the Vow, it's only a Hindrance if it actually comes into play from time to time and causes the character some discomfort.

Wanted (Minor or Major)

Your hero has committed some crime in his past and will be arrested if discovered by the authorities.

The level of the Hindrance depends on how serious the crime was. A hero with numerous unpaid parking tickets (in a game where he might have to drive occasionally) has a Minor Hindrance, as does someone wanted for more serious crimes away from the main campaign area. Being accused of murder is a Major Hindrance in almost any setting.

Yellow (Major)

Not everyone has ice water in his veins. Your hero is squeamish at the sight of blood and gore and terrified of coming to harm. He subtracts 2 from all of his fear-based Spirit checks.

Young (Major)

Children are sometimes forced to go on dangerous adventures through unfortunate circumstances. Think carefully before choosing this Hindrance, for your youngster starts at a significant disadvantage.

Young heroes are generally 8–12 years old (in human years—adjust this for races with different aging paradigms). They have only 3 points to adjust their attributes and 10 skill points. On the plus side, youths like these have a fair amount of luck. They draw one extra Benny at the beginning of each game session in addition to any additional Bennies gained from such things as the Luck or Great Luck Edges.

If the character should live long enough to mature, the Hindrance doesn't have to be bought off, he's already paid the price for the Hindrance by starting at a disadvantage. He stops getting the extra Benny when he reaches 18 years of age however.

Chapter Five: Edges

Below is a list of Edges for The Legends of Sinbad.
> **Requirements:** Below each Edge are any skills and Rank required to take it. A Novice character can't buy a Legendary Edge, for instance. A character may always purchase an Edge of a Rank lower than his.
> **Improved Edges:** Some Edges have improved effects if you purchase additional "levels" in them, such as Attractive and Very Attractive, or Rich and Filthy Rich. To buy an Improved Edge, you must have all previous versions of an Edge. You must choose Rich before buying Filthy Rich, for example.

Background Edges

These Edges are hereditary and background advantages or learned responses that develop in a character after prolonged training or exposure to certain events.

Players can choose these Edges after character creation but the Game Master might require a little more rationalization. An individual might choose the Attractive Edge, for example, by cleaning herself up, getting a makeover, and generally paying more attention to her looks. Characters might be able to gain the Arcane Background Edge as well, should they find a book of forbidden knowledge or train under another arcane type in their party.

Alertness
Requirements: Novice
Not much gets by your hero. He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

Ambidextrous
Requirements: Novice, Agility d8+
Your hero is as deft with his left hand as he is with his right. Characters normally suffer a –2 penalty when performing physical tasks with the off-hand (characters are assumed to be right-handed). With this Edge, your warrior ignores the –2 penalty for using his off-hand.

Arcane Background (Sorcerer)
Requirements: Novice, Special
This is the Edge your character must purchase to be a sorcerer. See Chapter Five for a complete description of Arcane Backgrounds.

Arcane Resistance
Requirements: Novice, Spirit d8+
This individual is particularly resistant to magic (including psionics, weird science, etc.), whether by nature or by heritage. He acts as if he had 2 points of Armor when hit by damage-causing arcane powers, and adds +2 to his Trait rolls when resisting opposed powers. Even friendly arcane powers must subtract this modifier to affect the resistant hero.

Improved Arcane Resistance
Requirements: Novice, Arcane Resistance
As above but Armor and resistance are increased to 4.

Attractive
Requirements: Novice, Vigor d6+
It's no secret that beautiful people have an easier time getting their way in life. This Edge grants your beautiful or handsome character +2 to Charisma.

Very Attractive
Requirements: Novice, Attractive
Your hero is drop-dead gorgeous. His Charisma is increased to +4.

Berserk
Requirements: Novice
Immediately after suffering a wound (including a Shaken result from physical damage), your hero must make a Smarts roll or go Berserk.

While Berserk, his Parry is reduced by 2 but he adds +2 to all Fighting, Strength, melee damage rolls, and Toughness. The warrior ignores all wound modifiers while Berserk, but cannot use any skills, Edges, or maneuvers that require concentration, including Shooting and Taunt, but not Intimidation.

Berserkers attack with reckless abandon. Anytime his Fighting die is a 1 (regardless of his Wild Die), he hits a random adjacent target (not the original target). The attack may hit friend as well as foe. If there are no other adjacent targets, the blow simply misses.

The Berserker may end his rage by doing nothing (not even moving) for one full action and making a Smarts roll at –2.

Brave
Requirements: Novice, Spirit d6+
Those with this Edge have learned to master their fear. Or perhaps are so jaded or emotionally distant they've just lost their normal "fight or flight" responses. Either way, your hero adds +2 to Fear tests.

Brawny
Requirements: Novice, Strength and Vigor d6+
Your bruiser is very large or perhaps just very fit. His bulk resists damage better than most and adds +1 to his Toughness. In addition, the character can carry more than most proportional to his Strength. He can carry 8 times his Strength in pounds without penalty instead of the usual 5 times his Strength.

Fast Healer
Requirements: Novice, Vigor d8+
Some individuals just seem to heal faster than others. Those with this blessing add +2 to Vigor rolls when checking for natural healing.

Fleet-Footed
Requirements: Novice, Agility d6+
The hero's Pace is increased by +2 and he rolls a d10 instead of a d6 when running.

Linguist
Requirements: Novice, Smarts d6+
The character has an ear for languages and a rare talent for recognizing similarities between them. A character with this Edge starts with a number of languages equal to his Smarts die, and can make a Smarts roll at –2 to make herself understood in any language or dialect she has heard spoken for at least a week.

Luck
Requirements: Novice
The adventurer seems to be blessed by fate, karma, the gods, or whatever external forces he believes in (or believe in him!)

He draws one extra Benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

Great Luck
Requirements: Novice, Luck
The player draws two extra Bennies instead of one at the start of each session.

Noble
Requirements: Novice
Those born of noble blood have many perks in life, but often have just as many responsibilities. Nobles have high status in their societies, are entitled to special treatment from their foes, gain +2 Charisma, and also have the Rich Edge. This gives the hero several Edges for the price of one, but the responsibilities more than offset the additional perks. Nobles often have troops under their control, as well as land, a family home, and other assets. All of this must be determined by the GM, and balanced by the grave responsibilities the character faces.

Quick
Requirements: Novice, Agility d8+
Quick characters have lightning-fast reflexes and a cool head. Whenever you are dealt a 5 or lower in combat, you may discard and draw again until you get a card higher than 5.

Characters with both the Level Headed and Quick Edges draw their additional card and take the best as usual. If that card is a Five or less, the Quick Edge may be used to draw a replacement until it's Six or higher.

Rich
Requirements: Novice
Whether the individual was born with a silver spoon in his mouth or earned it through hard work, he's got more money than most. Rich heroes start with 1,500 dinar.

Filthy Rich
Requirements: Novice, Rich or Noble
This character is very wealthy. He starts with 2,500 dinar.

Wealthier characters should have a very complete background as well. This needs to be worked out with the GM, and comes with many more assets as well as onerous responsibilities.

Combat Edges

These Edges are designed to help your hero dish out terrible damage—or survive it—in the bloody battles of Savage Worlds.

Block
Requirements: Seasoned, Fighting d8+
Warriors who engage in frequent hand-to-hand combat are far more skilled in personal defense than most others.

They've learned not only how to attack, but how to block their opponent's blows as well. A fighter with this Edge adds +1 to his Parry.

Improved Block
Requirements: Veteran, Block
As above, but the hero adds +2 to his Parry.

Brawler
Requirements: Novice, Str d8+
Frequent fights with his bare hands have given this thug a powerful punch. When he hits a foe with a successful bare-handed Fighting roll, he adds +2 to his damage.

Bruiser
Requirements: Seasoned, Brawler
When the bruiser gets a raise on his bare-handed Fighting attack, he rolls a d8 instead of a d6.

Combat Reflexes
Requirements: Seasoned
Your adventurer recovers quickly from shock and trauma. He adds +2 to his Spirit roll when attempting to recover from being Shaken.

Counterattack
Requirements: Seasoned, Fighting d8+
Fighters with this Edge know how to respond instantly to an enemy's mistakes. Once per round, the character receives one free Fighting attack against one adjacent foe who failed a Fighting attack against him. This attack is made at –2, and the Counterattack must be a normal attack (no Disarm, Wild Attack, or other maneuvers), and may not be combined with Frenzy or Sweep. It may be used with the Defend maneuver, but not Full Defense.

Improved Counterattack
Requirements: Veteran, Counterattack
As above but the character may ignore the –2 penalty.

Dodge
Requirements: Seasoned, Agility d8+
Some crafty types know how to get out of harm's way. This Edge allows them to use cover, movement, and concealment to make them harder to hit. Unless they are the victim of a surprise attack and taken completely unaware, attackers must subtract 1 from their Shooting or Throwing rolls when targeting them.

Characters who attempt to evade area effect attacks may add +1 to their Agility roll as well (when allowed).

Improved Dodge
Requirements: Veteran, Dodge
As above but attackers subtract 2 from their attack rolls, and the character adds +2 to evade area effect weapons when allowed.

Elan
Requirements: Novice, Spirit d8+
When this spirited hero puts his heart into something it tends to pay off in big ways. When you spend a Benny on a Trait roll (including Soak rolls), add +2 to the final total.

Extraction
Requirements: Novice, Agility d8+
When a character normally withdraws from a melee, his attacker gets a free attack before he does so—a very dangerous proposition for most. Your hero is adept at retreating from an engagement.

Make an Agility roll. If successful, one opponent doesn't get a free attack anytime you disengage.

Improved Extraction
Requirements: Novice, Extraction
As above but if you succeed with a raise all opponents currently in melee with the character lose their free attack as your warrior withdraws.

First Strike
Requirements: Novice, Agility d8+
Once per turn the hero (if not Shaken) gets a free Fighting attack against a single foe who moves adjacent to him. This automatically interrupts the opponent's action and does not cost the hero his action if he is on Hold or has not yet acted this round.

Improved First Strike
Requirements: Heroic, First Strike
As above but the hero may make one free attack against each and every foe who moves adjacent to him.

Florentine
Requirements: Novice, Agility d8+, Fighting d8+
A character trained to fight "Florentine" is a master at wielding two weapons at once. He adds +1 to his Fighting rolls versus an opponent with a single weapon and no shield. In addition, opponents subtract 1 from any "gang up" bonuses they would normally get against the fighter as his two flashing blades parry their blows.

Frenzy
Requirements: Seasoned, Fighting d10+
Frenzied fighters make fast and furious melee attacks, sacrificing finesse for raw speed. This allows them to make an extra Fighting attack per round at a –2 penalty to all Fighting rolls. This attack must be taken at the same time as another Fighting attack though it may target any two foes adjacent to the hero (Wild Cards roll two Fighting dice and one Wild Die). The –2 penalty is subtracted from all attacks.

A character armed with two weapons still only makes one extra attack.

Improved Frenzy
Requirements: Veteran, Frenzy
As above but the character may ignore the –2 Frenzy penalty.

Hard to Kill
Requirements: Wild Card, Novice, Spirit d8+
This adventurer has more lives than a truckload of cats. When forced to make Vigor rolls due to Incapacitation, he may ignore his wound modifiers. This only applies to Vigor rolls called for to resist Incapacitation or death. He still suffers from wound modifiers for other Trait rolls normally.

Harder to Kill
Requirements: Veteran, Hard to Kill
Your hero is tougher to kill than Rasputin. If he is ever "killed," roll a die. On an odd result, he's dead as usual. On an even roll, he's Incapacitated but somehow escapes death. He may be captured, stripped of all his belongings, or mistakenly left for dead, but he somehow survives.

Improvisational Fighter
Requirements: Seasoned, Smarts d6+
Heroes often find themselves fighting with pieces of equipment or furnishings not designed for combat. A character with this Edge has a knack for using such improvised weapons, and does not suffer the usual –1 penalty to attack and Parry when wielding them.

Killer Instinct
Requirements: Heroic
This hero hates losing. If he ties on an opposed roll of any sort, he wins. In addition, if his skill die on an opposed skill roll is a 1, he can reroll it (but must keep the second result, even if it's another 1).

Level Headed
Requirements: Seasoned, Smarts d8+
Fighters who can keep their cool when everyone else is running for cover are deadly customers in combat.
A hero with this Edge draws an additional Action Card in combat and acts on the best of the draw.

Improved Level Headed
Requirements: Seasoned, Level Headed As above but the hero draws 3 cards.

Marksman
Requirements: Seasoned
The hero excels at taking controlled, measured shots. If he does not move in a turn, he may fire as if he took the Aim maneuver. Marksman may never be used with a Rate of Fire greater than 1.

Martial Artist
Requirements: Novice, Fighting d6+
This character is highly trained in hand-to-hand fighting. He is never considered unarmed in combat and so is never subject to the Unarmed Defender rule. With a successful unarmed attack, he adds +d4 to his Strength roll (as if he were using a small weapon).

Improved Martial Artist
Requirements: Veteran, Martial Arts, Fighting d10+ The character now adds +d6 to his bare-handed damage.

Nerves of Steel
Requirements: Wild Card, Novice, Vigor d8+
Your hero has learned to fight on through the most intense pain. He may ignore 1 point of wound penalties.

Improved Nerves of Steel
Requirements: Novice, Nerves of Steel
The hero ignores 2 points of wound penalties.

No Mercy
Requirements: Seasoned
The character may spend a Benny to reroll any one damage roll, including those made for area effect attacks.

Quick Draw
Requirements: Novice, Agility d8+
This Edge allows a hero to draw a weapon as a free action (and thus ignore the usual –2 multi-action penalty if he

chooses to fire as well). If the character must make an Agility roll to draw a weapon, he adds +2 to the roll.

Steady Hands
Requirements: Novice, Agility d8+
Your hero ignores the "unstable platform" penalty for firing from the backs of animals or while riding in moving vehicles. In addition, when performing actions while Running, his penalty is –1 instead of –2.

Sweep
Sweep allows a character to make a single Fighting attack and apply it against all currently adjacent targets at a –2 penalty (friends and foes alike—be careful). Resolve each damage roll separately. The attack is applied immediately when rolled and only affects targets adjacent at that time.

A character may not use Sweep in the same round she uses Frenzy, nor may she Sweep more than once per round, or with a second weapon held in another hand. In effect, the hero may only perform Sweep once per action unless she somehow gets two entire actions (perhaps under the effects of a spell or power, for example).

Improved Sweep
Requirements: Veteran, Sweep
As above but the hero may ignore the –2 penalty.

Trademark Weapon
Requirements: Novice, Fighting or Shooting of d10+
The hero knows one unique weapon like the back of his hand. When using that weapon, he adds +1 to his Fighting, Shooting, or Throwing rolls. A hero can take this Edge multiple times, applying it to a different weapon each time. If a Trademark Weapon is lost, the hero can replace it, but the benefit of the Edge doesn't kick in for two game weeks.

Improved Trademark Weapon
Requirements: Veteran, Trademark Weapon
As above but the bonus when using the weapon increases to +2.

Two-Fisted
Requirements: Novice, Agility d8+
A Two-Fisted hero isn't ambidextrous—he's simply learned to fight with two weapons (or both fists) at once. When attacking with a weapon in each hand, he rolls each attack separately but ignores the multi-action penalty.

Leadership Edges

Leadership Edges grant bonuses to subordinates, making them more effective, reliable, or durable. These Edges apply only to a number of subordinates within 5" (the "command radius"), and are not cumulative with the same Edge from other leaders. Subordinates may benefit from different Leadership Edges by the same or different leaders.

Command
Requirements: Novice, Smarts d6+
Command is the ability to give clear instructions to surrounding allies and enforce your hero's will upon them. This makes your character's compatriots more willing to fight on despite their wounds, and so adds +1 to their Spirit rolls to recover from being Shaken.

Command, Superior
Requirements: Novice, Command
A booming voice, effective commands, natural charisma, or simple training results in a much more effective combat element. At the center of that element is the officer in command. A hero with this Edge has a "command radius" of 10" instead of the usual 5".

Fervor
Requirements: Veteran, Command, Spirit d8+
A simple phrase uttered by a great leader can sometimes have momentous results. A leader with this ability can inspire his men to bloody fervor by yelling a motto, slogan, or other inspirational words. Those in the command radius add +1 to their Fighting damage rolls.

Hold the Line!
Requirements: Seasoned, Command, Smarts d8+
This Edge strengthens the will of the men under the hero's command. The troops add +1 to their Toughness.

Inspire
Requirements: Seasoned, Command
Leaders with exceptional reputations and experience in battle inspire the soldiers around them. They add +2 to Spirit rolls when recovering from being Shaken (this includes the original +1 bonus for the Command Edge).

Leader of Men
Requirements: Veteran, Command
Command comes easy to this commander. Those under his command work like a well-oiled machine when he's in charge.

Allies under the leader's command roll a d10 as the Wild Die instead of a d6 when making group rolls.

Natural Leader
Requirements: Novice, Command, Spirit d8+
This Edge signifies a special link between a leader and his men. With it, he may share his Bennies with any troops under his command.

Tactician
Requirements: Seasoned, Command, Wild Card, Smarts d8+, Knowledge (Battle) d6+
The leader has a natural grasp of small unit tactics and can frequently take advantage of a rapidly changing situation.

At the beginning of a fight and before any Action Cards are dealt, the hero makes a Knowledge (Battle) roll. For each success and raise he receives one Action Card. These are kept separate from his regular Action Cards and

are not placed back into the deck until used or the combat ends (including Jokers!). At the start of any round, the hero may give one or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their Action Card for the round in place of the one dealt them. This allows Extras to operate independently of Wild Card characters for one round if they receive their own card.

Only one character per encounter may use this Edge.

Power Edges

Power Edges are for those with Arcane Backgrounds. See Chapter Five for more information on each type of Arcane Background, how to use them, and the powers available.

New Power

Requirements: Novice, Arcane Background
An arcane character may learn a new power by choosing this Edge (which may be taken multiple times). He may choose from any powers normally available to his particular Arcane Background.

Power Points

Requirements: Novice, Arcane Background
Wizards, weird scientists, and other arcane types always want more power. This Edge grants them an additional 5 Power Points. Power Points may be selected more than once, but only once per Rank.

Rapid Recharge

Requirements: Seasoned, Spirit d6+, Arcane Background
This Edge allows an arcane character to regain 1 Power Point every 30 minutes.

Improved Rapid Recharge

Requirements: Veteran, Rapid Recharge
The character regains 1 Power Point every 15 minutes.

Soul Drain

Requirements: Seasoned, Arcane Background (any but Weird Science), Knowledge (Arcana) d10+
Spellcasters, mentalists, and other arcane types in dire need of Power Points may use this Edge to drain energy from their own souls. To use this dangerous ability, the arcane character first decides how many Power Points he wants to draw from himself. Then he makes a Spirit roll minus the number of points he's trying to drain. (This is a free action.) On a Spirit total of 1 or less, the character suffers a wound and falls unconscious for 1d6 hours. On a failure, the character suffers a wound. On a success or better, the character gets the points he needed and may attempt to cast a spell with them immediately (they may not be saved).

Professional Edges

Professional Edges are very special abilities that reflect many years of practicing a particular trade. In some cases they may also represent special blessings from higher powers as well.

These Edges help you create a character who is far more competent in his chosen field than most others.

Professional Edges represent many years of training so their Requirements are quite high. Players may purchase Professional Edges after character creation, but should usually lead up to it story-wise by practicing the affected trade during down-time or in between adventures. The time spent acquiring one of these abilities is subjective and up to the Game Master, but makes the game much more believable if a little narrative time is spent training.

> **Stacking:** Bonuses to the same Trait from different Professional Edges do not stack. If you make a hero with both the Woodsman and the Thief Edges, for example, he gains +2 to his Stealth skill, not +4.

Acrobat

Requirements: Novice, Agility d8+, Strength d6+
Those who have formal training in the acrobatic arts or are naturally agile may take this Edge. It adds +2 to all Agility rolls made to perform acrobatic maneuvers (including Trick maneuvers), and also adds +1 to a character's Parry as long as he has no encumbrance penalty.

Assassin

Requirements: Novice, Agility d8+, Climbing d6+, Fighting d6+, Stealth d8+
Assassins are trained killers who know how to kill with deadly precision—if they can properly approach their prey. Assassins add +2 to any damage roll where they strike a foe unawares (even with ranged attacks).

Champion

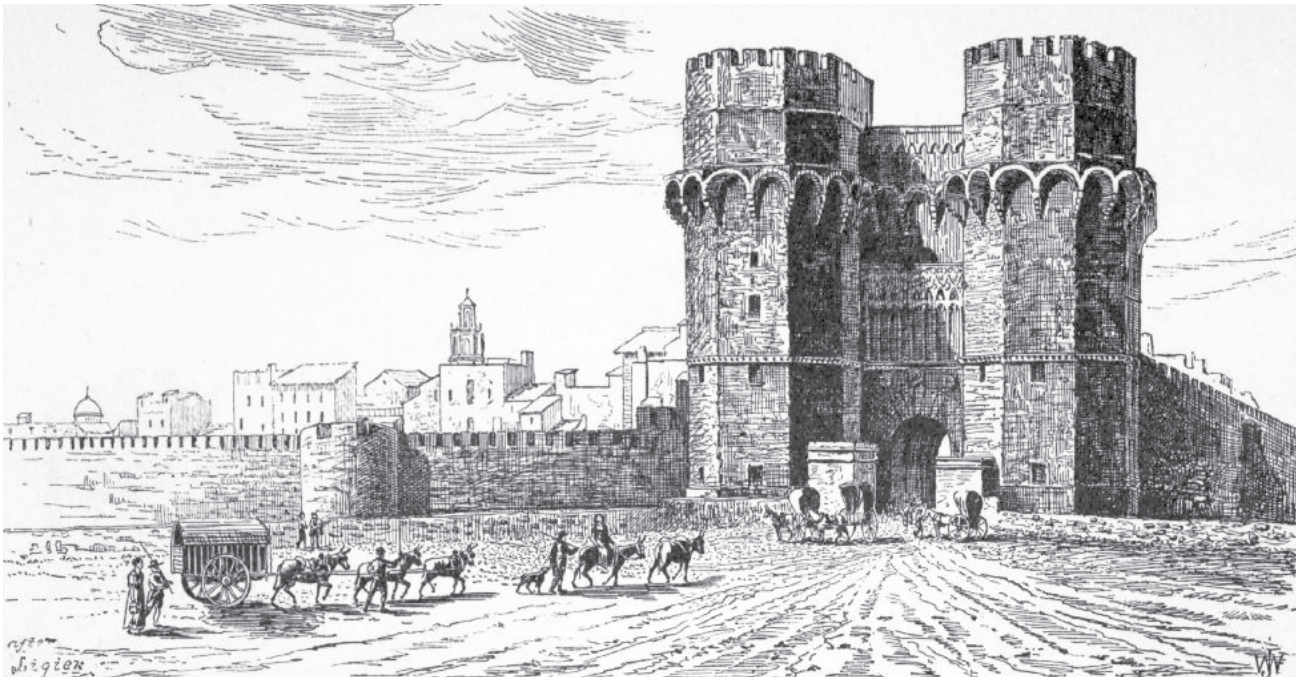
Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Strength d6+, Vigor d8+, Faith d6+, Fighting d8+
Champions are holy (or unholy) men and women chosen to fight for a particular deity or religion. Most are pious souls ready and willing to lay down their lives for a greater cause, but some may have been born into the role and follow their path with some reluctance.

Champions fight the forces of darkness (or good). They add +2 damage when attacking supernaturally evil (or good) creatures, and have + 2 Toughness when suffering damage from supernaturally evil (or good) sources, including arcane powers and the weapons, claws, teeth, etc., of such creatures.

Holy/UnholyWarrior

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+
Acolytes, clerics, paladins, holy slayers, and other avatars of the gods are frequently tasked with battling the forces of evil in the mortal world. This Edge gives them a slight advantage against such foes.

As an action, a priest or other holy person may call upon his chosen deity to repulse supernaturally evil crea-



tures, such as the undead, demons, and the like. It also works on evil characters with the Arcane Background (Miracles) Edge.

Repulsing evil costs 1 Power Point and has a range of the character's Spirit. Targeted creatures within that range must make a Spirit roll. Failure means the creature is Shaken; a 1 means it is destroyed. Wild Cards suffer an automatic Wound instead.

A character may also be an Unholy Warrior working for the forces of evil. In this case, he repulses good creatures, such as angels, paladins, or good characters with Arcane Background (Miracles).

Investigator

Requirements: Novice, Smarts d8+, Investigation d8+, Streetwise d8+

Investigators have spent a great deal of time researching ancient legends, working the streets, or deducing devilish mysteries. Investigators add +2 to Investigation and Streetwise rolls, as well as Notice rolls made to search through evidence.

Scholar

Requirements: Novice, d8+ in affected skill

Learned professors, devoted students, and amateur enthusiasts spend months of their lives studying particular subjects. They become experts in these fields, and rarely fail to answer questions in their particular area of expertise.

Pick any two Knowledge skills the Scholar has a d8 or better in. Add +2 to your total whenever these skills are used. Those who study military history have a natural edge when commanding troops in mass battles—a +2 to a Knowledge (Battle) roll can mean the difference between a rousing victory and a crushing defeat. (Refer to the Savage Worlds Deluxe rulebook for more information regarding Mass Battles.)

Thief

Requirements: Novice, Agility d8+, Climbing d6+, Lockpicking d6+, Stealth d8+

Thieves specialize in deceit, treachery, and acrobatics. They can be invaluable where traps must be detected, walls must be climbed, and locks must be picked.

Thieves add +2 to Climbing, Lockpick, Stealth, as well as Notice or Repair rolls that relate to traps and similar devices. The bonus to Stealth does not apply when the character is in a wilderness environment—only in urban areas.

Wizard

Requirements: Novice, Arcane Background (Magic), Smarts d8+, Knowledge (Arcana) d8+, Spellcasting d6+

Wizards range from young apprentices to frighteningly powerful supreme sorcerers. They are often physically weak, however, and rarely have the divine powers or healing abilities of priestly spellcasters. What they lack in spiritual favor, however, they more than make up for in utility and eldritch might.

Wizards tend to learn their craft in formalized institutions or under the tutelage of experienced masters. Each raise a Wizard gets on his Spellcasting roll reduces the cost of the spell by 1 Power Point. The Wizard must have the points available to cast the spell in the first place before rolling.

Woodsman

Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+

Woodsmen are rangers, scouts, and hunters who are more at home in the wilderness than in urban areas. They are skilled trackers and scouts, and know how to live off the land for months at a time. Woodsmen gain +2 to Tracking, Survival, and Stealth rolls made in the wilderness (not towns, ruins, or underground).

Social Edges

Getting people to do what you want is a critical skill. These Edges help your hero do just that.

Charismatic

Requirements: Novice, Spirit d8+
Your hero has learned how to work with others, even those who might be somewhat opposed to him or his efforts. This adds +2 to his Charisma.

Common Bond

Requirements: Wild Card, Novice, Spirit d8+
This Edge signifies a special link between close companions such as a typical party. It doesn't matter whether or not the characters get along perfectly or not, they've just formed a close and common bond during their epic adventures.

A character with this Edge may freely give his Bennies to any other Wild Card he can communicate with. This represents the character giving his verbal or spiritual support to the ally. The player should say what his character is doing to give the support. The gesture could be as complex as a rousing speech, or as simple as a knowing nod.

Connections

Requirements: Novice
Your heroine knows someone on the inside— someone who is willing to lend her a hand on occasion (usually once per game session).

This Edge may be taken more than once, but each time must be applied to a different organization. The GM should also ensure the organization is limited to a single, unique organization.

To use a character's Connections requires that she first get in touch with one of her contacts. This requires a Streetwise roll. Failure means the particular contact wasn't available.

Once in contact, the hero must make a Persuasion roll. The GM should feel free to modify both the Persuasion roll and any results based on the circumstances.

A failure indicates the heroine's contacts just couldn't come through this time, or perhaps just weren't persuaded that their help was really necessary.

On a success, the contact might share information, but won't do anything too risky to help. On a raise, the contact is willing to leak sensitive information, but stops short of outright betrayal.

Two or more raises means the heroine has pushed the right buttons and can count on serious help. The Connection will risk serious consequences for the heroine, and if she needs financial assistance, may provide more than he's comfortable with. If the heroine asks for muscle, the contact delivers either one expert or five average fighter-types for the contact's particular organization.

Strong Willed

Requirements: Novice, Intimidation d6+, Taunt d6+
Characters with strong willpower use their voice, steely stares, or quick wits to unnerve their opponents. Strong Willed adds +2 to a character's Intimidation and Taunt rolls, as well as his Spirit and Smarts rolls when resisting Test of Wills attacks.

Weird Edges

Weird Edges are slightly supernatural and only appropriate in games with those elements.

Beast Bond

Requirements: Novice
Some individuals can exert incredible will over their animal companions. These characters may spend their own Bennies for any animals under their control, including mounts, pet dogs, familiars, and so on.

Beast Master

Requirements: Novice, Spirit d8+
Animals like your hero, and won't attack him unless he attacks them first or they are enraged for some reason. His "animal magnetism" is so great he's attracted a loyal animal of some sort as well. This is typically a dog, wolf, or something more exotic (subject to GM approval).

The beast is an Extra (not a Wild Card). If it should be killed, the hero finds a replacement in 2d6 days.

Danger Sense

Requirements: Novice
Your hero can sense when something bad is about to happen. Anytime he's about to be the victim of a surprise attack, ambush, or other nasty surprise, he gets a Notice roll at –2 just before the attack or event occurs. If successful, the character knows something is about to happen and may take appropriate action against it. This means the hero is on Hold for the first round of a combat. Should the hero fail his roll, he still follows the normal Surprise rules, if applicable.

Healer

Requirements: Novice, Spirit d8+
A hero with this Edge adds +2 to all Healing rolls (including natural healing rolls for his own wounds), whether natural or magical in nature. Up to five companions traveling with a Healer add the bonus to their natural healing rolls as well.

Liquid Courage

Requirements: Novice, Vigor d8+
Your hero processes alcohol far differently than most. The round after consuming a stiff drink (at least 8 ounces of hard liquor or equivalent), the character's Vigor increases by one die type (increasing Toughness as well). The hard drinker can also ignore one level of wound modifiers (which stacks with other abilities that do the same).

The effect lasts for one hour after it begins. If the drunkard seeks inebriation he suffers –2 to Smarts and Agility-based rolls for as long as he continues to drink and the next 1d6 hours thereafter.

Scavenger
Requirements: Novice, Luck
Once per session the hero may "suddenly remember" that he has a much-needed piece of equipment on his person. The item must be capable of being stored in the hero's pocket or bag (assuming he has one), and the Game Master has the final word on what can be found.

Wild Card Edges

The following Edges work only when the character is dealt a Joker during combat. The Edge's effects are in addition to the usual effects of being dealt a Joker.

Dead Shot
Requirements: Wild Card, Seasoned, Shooting/ Throwing d10+
The character doubles his total damage when making a successful Shooting or Throwing attack this round.

Mighty Blow
Requirements: Wild Card, Seasoned, Fighting d10+
The character doubles his total damage when making a successful Fighting attack this round.
Power Surge
Requirements: Wild Card, Seasoned, arcane skill d10+
This Edge is for those characters with Arcane Backgrounds. When dealt a Joker, the character recovers 2d6 Power Points. He may not exceed his usual limit.

Legendary Edges

Most Legendary Edges are very specific to their campaign world—such as gaining a stronghold or divine favor—but a few fit most anywhere, as shown below.

Followers
Requirements: Wild Card, Legendary
Heroes often acquire dedicated warbands, "merry men," or others who voluntarily follow the hero on his adventures.

Each time this Edge is chosen, five followers join the hero's band. Casualties are not automatically replaced, so a hero may need to choose this Edge again on occasion to replenish his losses. The followers must have some way to eat and earn income, and generally want a piece of whatever loot, treasure, or other rewards the hero acquires. Otherwise, they are completely dedicated to their idol and risk their lives for him under any normal conditions. They won't knowingly throw their lives away except under very special circumstances.

The GM determines the followers' statistics, but in general, use the Soldier statistics presented in the Bestiary chapter. Followers generally come with only basic equipment depending on their type (warriors in come with at least leather armor and short swords, for example). The hero must purchase any additional equipment for his Followers himself.

Martial Arts Master
Requirements: Legendary, Improved Martial Arts, Fighting d12+
The warrior is deadly with his hands. He adds +2 to his bare-handed damage every time he takes this Edge, up to a maximum of five times for a total damage bonus of +10.

Professional
Requirements: Legendary, d12 in affected Trait
The character is an expert at a particular skill or attribute (his choice). That Trait becomes d12+1. This Edge may be selected more than once, but it may never be applied to the same skill or attribute twice.

Expert
Requirements: Legendary, Professional in affected Trait
As above, but the Trait increases to d12+2.

Master
Requirements: Wild Card, Legendary, Expert in affected Trait
The character's Wild Die increases to a d10 when rolling a particular Trait of his choice. This Edge may be chosen multiple times, though it only affects a particular Trait once.

Sidekick
Requirements: Wild Card, Legendary
A character who triumphs over evil time and time again becomes an inspiration to others. Eventually, one of these young crusaders may attempt to join the hero in his epic quests.

The hero gains a Novice Rank sidekick. The sidekick is a Wild Card, gains experience as usual, and has abilities that complement or mimic his hero's.

The player character should control his sidekick just like any other ally. Of course, the sidekick may occasionally cause trouble (by getting captured, running into danger when he's not supposed to, etc.). The player should be prepared for his "Edge" to occasionally become a "Hindrance."

If the sidekick dies, he isn't replaced unless the hero chooses this Edge again.

Tough as Nails
Requirements: Legendary
Your hero is a grizzled veteran. Increase his Toughness by +1.

Improved Tough as Nails
Requirements: Legendary, Tough as Nails Increase your hero's Toughness by another +1. Weapon Master
Requirements: Legendary, Fighting d12
Increase your hero's Parry by +1.

Master of Arms
Requirements: Legendary, Weapon Master
Increase your hero's Parry by another +1.

Chapter Six: Advancement

At the end of each game session (usually 4-6 hours of gaming), the GM awards 1 to 3 Experience Points to everyone in the group, based on these guidelines.

Experience Awards
Award Situation
1 *The group accomplished little or had a very short session.*
2 *The group had more successes than failures.*
3 *The group succeeded greatly, and their adventure had a significant impact on the overall story.*

Ranks

As a character gains more Experience Points, he goes up in "Rank." This is a rough measure of how powerful the hero is. As characters progress in experience, new Ranks allow access to more powerful Edges.

Rank Table	
Experience Points	*Rank*
0-19	*Novice*
20-39	*Seasoned*
40-59	*Veteran*
60-79	*Heroic*
80+	*Legendary*

Every 5 points accumulated grants a hero an Advance. An Advance lets a character do one of the following:

- *Gain a new Edge.*
- *Increase a skill that is equal to or greater than its linked attribute by one die type.*
- *Increase two skills that are lower than their linked attributes by one die type each.*
- *Buy a new skill at d4.*
- *Increase one attribute by a die type.**

Chapter Seven: Gear

In the following section is the gear found in The Legends of Sinbad campaign setting. Below are some notes you'll need to understand the equipment lists.

Armor: This is the amount of Armor provided by the equipment, which is added to the wearer's Toughness when the covered location is hit in combat. A character who wears multiple layers of armor only gains the highest bonus—they do not stack. Note that unless an attacker states otherwise, hits are always directed at the victim's torso.

Cost: Equipment prices come out of players' starting funds of 500 dinar.

Damage: Damage is listed in terms of dice. Projectile weapons have fixed damage (such as 2d6). Melee weapons have damage based on the wielder's Strength die plus another die, as listed under individual weapon entries. A dagger, for instance, inflicts Str+1d4 damage.

Damascus Steel: A weapon made from Damascus steel increases its damage die by 1 (a 1d4 becomes a 1d6; 2d6 becomes 2d8; and so on). Any metal weapon can be made from Damscus steel. The cost of Damascus steel is twice the listed price of the weapon if within the borders of the Abbasid Caliphate, and four times the price if found in a market outside her borders.

Minimum Strength: A character whose Strength is lower than the weapon die can use the weapon, but there are penalties. First, the weapon die can't be higher than his Strength die. So if a scrawny kid (d4 Str) picks up a long sword (d8), he rolls 2d4 damage, not d4+d8. A brawny hero with Str d10 rolls d10+d8 when using the same long sword.

Second, if the Strength die isn't at least equal to the weapon die, the attacker doesn't get any of the weapon's inherent bonuses, such as +1 Parry or Reach. He still retains any penalties, however (like –1 Parry).

If a weapon has a damage listed as Str+d8+2, for instance, then the minimum Strength the wielder must have is a d8.

Some ranged weapons list a minimum Strength to use as well. A character with a lower Strength can use the weapon, but suffers a –1 penalty to his attack roll for every step of difference between his Strength and the minimum Strength required.

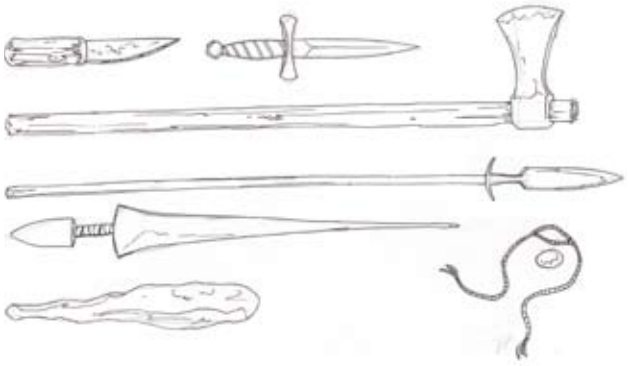
Parry +X: The weapon adds the bonus to the character's Parry score when used.

Range: This lists the weapon's Short, Medium, and Long range. Ranges are listed in inches so that you can use a ruler to move, shoot, and fight on the table-top with miniatures. Each inch is equal to 2 yards in the real world, so that 5" is really 10 yards, or 30 feet.

Rate of Fire: This is the maximum number of shots that may be taken by this weapon per action. Unless a weapon says otherwise, the user can fire up to the weapon's Rate of Fire (rather than its full Rate of Fire).

Reach: Weapons with "reach" allow their user to make Fighting attacks at the listed range. A reach of 1", for example, allows a character to strike a target 1" distant. Weapons without a reach value can only strike targets at arm's length (adjacent).

Reach can be very important when fighting from horseback and against mounted foes.



Reloading: Each weapon tells you how many actions it requires to reload, such as 1/3, which means the weapon can fire every third round if the firer does nothing but load every action.

Characters can load and walk at no penalty. If the character tries to run and load, he must make an Agility roll (at the usual –2 penalty for running). Failure simply means no progress toward reloading was made that action.

Encumbrance

In general, you shouldn't worry about Encumbrance. Characters will usually carry no more than their characters think they actually need. But occasionally it may become dramatically important—such as during a chase or when attempting to lug a heavy treasure away from a roaring dragon! When that occurs, use the guidelines below.

A character can carry five times his Strength die type in pounds without incurring any penalties. This is called his "Load Limit." A character with a Strength of d8, for example, can comfortably carry 40 pounds. (Ignore normal clothes when figuring weight.)

Carrying too much weight inflicts a –1 penalty for every additional multiple of your Load Limit. The penalty applies to all Agility and Strength totals, as well as skills linked to either of those two attributes.

A hero with a d8 Strength, for example, has a Load Limit of 40 pounds. He can carry 41-80 pounds at a –1 penalty to his Strength, Agility, and related skill rolls. He could also carry 81-120 pounds at –2, or 121-160 pounds at –3.

Characters cannot regularly carry weight that inflicts a penalty of more than –3. They may be able to lift greater weights (up to a –4 penalty) for a few short steps at the discretion of the GM, however.

Game Rules

The Legends of Sinbad campaign uses the Savage Worlds game system—it's fast, furious, and fun!

Mundane Items

Adventuring Gear	***Cost***	***Weight***
Backpack	*50*	*2*
Good Meal	*15+*	*–*
Bedroll (sleeping bag; winterized)	*25*	*4*
Trail Rations (5 meals; Blanket 10 4 keeps 1 week)	*10*	*5*
Candle (provides light in 2" radius)	*1*	*1*
Saddle	*10*	*1*
Elaborate Saddle	*50*	*10*
Waterskin	*5*	*1*
War Horse Barding (+3)	*1,250*	*30*
Flask (ceramic)	*5*	*1*
Flint and Steel	*3*	*1*
Grappling Hook	*100*	*2*
Hammer	*10*	*1*
Lantern (provides light in 4" radius)	*25*	*3*
Lockpicks	*200*	*1*
Oil (for lantern; 1 pint)	*2*	*1*
Quiver (holds 20 arrows/bolts)	*25*	*2*
Rope (10")	*10*	*15*
Torch (1 hour, 4" radius)	*5*	*1*
Whetstone	*5*	*1*
Clothing		
Camouflage Fatigues	*20*	*–*
Hiking Boots	*100*	*–*
Normal Clothing	*20*	*–*
Formal Clothing	*200*	*–*
Winter Gear (cloak/parka)	*200*	*3*
Winter Boots	*100*	*1*

Ammunition

Ammo	***Weight***	***Cost***	***Notes***
*Arrow**	*1/5*	*1/2*	*—*
*Quarrel**	*1/5*	*2*	*AP 2 (standard crossbow bolt)*
Sling Stone	*1/10*	*1/20*	*Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain*

**If it's important arrows and quarrels can be recovered on a d6 roll of 4-6*

Hand Weapons

Blades

Type	Damage	Weight	Cost	Notes
Dagger	Str+d4	1	25	
Great Sword	Str+d10	12	400	Parry –1, 2 hands
Flail	Str+d6	8	200	Ignores Shield Parry and Cover bonus
Viking Sword	Str+d8	8	300	Also scimitars
Short Sword	Str+d6	4	200	Includes cavalry sabers

Axes and Mauls

Axe	Str+d6	2	200	
Battle Axe	Str+d8	10	300	
Great Axe	Str+d10	15	500	AP 1, Parry –1, 2 hands
Maul	Str+d8	20	400	AP 2 vs. rigid armor, Parry –1, 2 hands
Warhammer	Str+d6	8	250	AP 1 vs. rigid armor (plate mail)

Spears

Lance/Spear	Str+d8	10	300	AP 2 when charging, Reach 2

Armor

Personal

Type	Armor	Weight*	Cost	Notes
Leather	+1	15	50	Covers torso, arms, legs Chain Hauberk
Plate Arms (vambrace)	+3	10	200	Covers arms
Plate Leggings (greaves)	+3	15	300	Covers legs
Pot Helm	+3	4	75	50% vs. head shot
Steel Helmet (enclosed)	+3	8	150	Covers head Barding
Plate Barding	+3	30	1,250	For horses

Shields**

Small Shield (buckler)	—	8	25	+1 Parry
Medium Shield	—	12	50	+1 Parry, +2 Armor to ranged shots that hit
Large Shield (kite, pavise)	—	20	200	+2 Parry, +2 Armor to ranged shots that hit

**Shields protect only against attacks from the front and left (assuming a right-handed character).

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Min Str
Axe, Throwing	3/6/12	Str+d6	1	75	2	-
Bow	12/24/48	2d6	1	250	3	d6
Crossbow (AP 2, 1 action to reload)	15/30/60	2d6	1	500	10	d6
Knife/Dagger	3/6/12	Str+d4	1	25	1	-
Sling	4/8/16	Str+d4	1	10	1	-
Spear	3/6/12	Str+d6	1	100	5	d6

Special Weapons

Type	Range	Damage	RoF	Burst
Catapult (Heavy Weapon)	24/48/96	3d6	1/3	4

Chapter Eight: Wild Cards & Extras

Your hero (a player character), and unique allies, villains, and monsters are collectively called "Wild Cards." These beings have a little better chance at doing things, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys—collectively called "Extras."

Wild Cards are noted with a [Wild Card] before their name, like this:

[Wild Card] Sinbad

Besides your own characters, it's up to the Game Master to decide which characters are Wild Cards. The sergeant of the City Watch probably isn't a Wild Card, but Emperor Charlemagne certainly is. You'll see the difference between Wild Cards and Extras as you continue to read, but for later reference, the differences are the following:

- Wild Cards can suffer multiple wounds.
- Wild Cards always roll a Wild Die along with their Trait die when making tests and take the better of the two.

Trait Tests

To use an attribute or skill, simply roll the die assigned to it. If the result is a 4 or better (the "Target Number" or TN), the action is successful. For example, if a character's Strength is a d6, he rolls a six-sided die. On a 4 or better, he's successful.

Aces

All Trait tests and damage rolls in Savage Worlds are open- ended. That means that when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace." Any modifiers to the die roll should be tacked on after adding up an Aced roll.

> **Modifiers:** Circumstances modify the die roll, such as shooting at something at long range or finding a well-hidden clue. Some things, such as ranged attacks, have standard modifiers. It's up to the GM to determine any modifiers for more subjective tasks, such as spotting an ambush or eavesdropping on a conversation through a door.
>
> In general, an easy task, such as finding tracks in the mud, is made at +2. A difficult task, such as finding tracks by torchlight, is made at –2. A very difficult task, such as finding tracks in a rainstorm, is made at –4.

Raises

Sometimes it's important to know just how successful a Trait test was. Every 4 points over what you need for success is called a "raise." If your hero needs a 4 to Shoot an opponent and rolls an 11, he hits with one raise (and would have two raises with a roll of 12). Figure raises after adjusting for any modifiers.

Unskilled Attempts

If a character doesn't have a skill for an action he's attempting, he rolls a d4 and subtracts 2 from the total. Wild Card characters still get their Wild Die for these rolls (which are also subject to the –2 penalty). The GM may decide that a character has no chance at a particular skill if he has no training in it—such as performing surgery or flying a plane.

Opposed Rolls

Sometimes rolls are "opposed" by an opponent. If two characters are wrestling for control of an ancient artifact, for example, they both make Strength rolls and compare results.

When this happens, the acting character gets his Trait total first. If he wants to spend Bennies (see the next section), he does so now. When he's satisfied with his total, his opponent gets to roll. The highest total wins. In a tie, the two foes continue to struggle with no clear victor.

The winner of an opposed roll considers his opponent's total as his TN for purposes of determining any raises.

Cooperative Rolls

Sometimes characters may want to cooperate and help a friend complete some kind of urgent task. If two or more characters want to perform a task together (and the GM decides it's possible for them to do so), the lead character makes his roll and adds +1 for every success and raise his companions achieved on their own rolls. This has a normal maximum of +4 for all tasks except those of Strength, which have no maximum.

Characters may not make cooperative rolls if they don't actually have the skill in question. (You can't make default rolls to aid with Boating, for example, if your character doesn't actually have the Boating skill.)

Group Rolls

When you want to make a noncombat Trait roll for a group of Extras, roll one Trait die as usual along with a Wild Die. Take the better of the two as always and treat this as the group's total. This way you get a nice average without having to make individual Fear rolls for every Extra who sees a dragon, or watch one clumsy soldier ruin a stealthy approach for his 49 companions.

Bennies

Every now and then the dice may not work for you. That's why Savage Worlds gives you, the player, a little control over your hero's fate.

Every player starts each game session with three "Bennies" (American slang for "benefits"), represented by gaming stones or other tokens that signify a little bit of good luck or fate. The Game Master may also give you more Bennies for great roleplaying, overcoming major obstacles, or even entertaining everyone with an outlandish action, side-splitting comment, or other memorable act.

You can use Bennies to reroll any Trait test. Make the entire roll from scratch. If you're firing three shots on full-auto and don't like the results, pick up all three dice and your Wild Die and roll again. You can keep spending Bennies and rerolling as long as you like, and take the best of your attempts. If you roll a 5, for example, and a Benny gets you a 4, keep the original 5 instead.

Bennies cannot be spent on tables, damage rolls (unless a character has the No Mercy Edge), or any other roll that isn't a Trait roll.

> **Soak Rolls:** Bennies can also be used to save your bacon from deadly attacks. Choose carefully where you spend them! See Damage for complete information on how to make Soak rolls.

Game Master Bennies

Game Masters get Bennies too. At the start of each session, the GM gets one Benny for each player character. He may use these for any of his villains throughout the course of the game.

Each of the GM's Wild Cards also gets two Bennies per game session. They can use these or any of the Bennies in the common pool to save their evil skins, but they can't share their own Bennies with other nonplayer characters.

As with heroes, Bennies are not saved between sessions.

The Wild Die

Extras roll a single die as described above. But Wild Cards roll an extra d6 and take the highest of their normal die or the "Wild Die" when making skill or attribute rolls. Wild Dice are rolled just like the Trait die, and can Ace as well (see above).

> **Critical Failure:** The downside is that snake-eyes (double 1s) on one of these rolls is a critical failure. The GM gets to make up something rotten to happen to your character. That's the price Fate charges for making someone a hero.

Chapter Nine: Combat

The very name says it all—here there be violence.
> **Distance:** Because the game assumes you are using terrain or a battle-mat and standard 28mm miniatures, movement and weapon ranges are listed in inches. If you need to translate that to regular distance, each inch is equal to 2 yards.
If the GM needs a different scale to accommodate a larger battle, simply divide weapon and movement ranges as needed.

> **Time:** When a fight breaks out, game time breaks down into rounds of six seconds each. Ten rounds, then, is one minute.

Using Allies

Allied Extras are divided up among all the players to control. This is a very important part of Savage Worlds because our settings often feature allied bands of skilled hirelings, fellow grunts, or loyal retainers, and the game is designed to handle them quickly and easily. It's also designed for the players to control them—not the Game Master.

It doesn't matter whether or not the characters control the allies, only that the players do. This keeps everyone involved in the action even if his hero is out of the fight, and makes running large combats much easier and fun for everyone. Of course the GM can always take charge of Extras when the need arises, but with good roleplayers, this should rarely be necessary. Some tips for the Game Master on using

Initiative

To help the Game Master keep track of who goes in what order and add a little randomness to the game, we use a single deck of playing cards with both Jokers left in to determine everyone's initiative.

Deal in characters as follows:
• Every Wild Card is dealt a single card. Any allies under that player's control act on his initiative card as well.

• Each group of Game Master characters, such as all zombies, all wolves, and so on, share a card.

Exactly which nonplayer character groups get their own cards is up to the GM. If he wants to break his 30 zombies into 5 groups of 6, that's fine. Your goal is to do whatever makes running the battle as quick and easy as possible. Generally, Wild Cards and other unique characters get their own card.

> **Shuffle:** Shuffle the deck after any round in which a Joker was dealt.

> **Large Groups:** In very large groups, or time-sensitive games, the Game Master might want to try dealing a single card per side (heroes and villains). On the heroes' turn, simply start at one end of the group and work quickly around. This will speed things up dramatically if that's more important than varying initiative order. If one or more characters have Level Headed or Quick, let that apply to the draw (but only once).

The Countdown

Once the cards are dealt, the Game Master starts the round by counting down from the Ace to the Deuce, with each group resolving its actions when its card comes up.

> **Ties:** Ties are resolved by suit order: Spades are first, then Hearts, Diamonds, and Clubs (reverse alphabetical order).

Jokers
When a player draws a Joker, his character can go whenever he wants in the round, even interrupting another character's action if he wants. In addition, add +2 to all Trait tests this round, and +2 to damage totals as well!

Hold
A hero may choose to wait and see what happens by taking a Hold action. He may then go later in the round if he chooses. A Held action lasts until it's used. If a character has a Held card when a new round starts, he's not dealt in.

If a character is Shaken while on Hold, he loses his "Hold" status.

> **Interrupting Actions:** If a character on Hold wants to interrupt an action (including a rival who was also on Hold), he and the opponent make opposed Agility rolls. Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.

Surprise
Combat often starts before everyone involved is prepared. An ambush, a sudden double-cross, or a trap might all give one side in a fight an edge over the other.

When this happens, the side that started the fight is not dealt cards but begins the fight on Hold. Victims of the surprise attack must make Notice rolls. Those who make it are dealt in as usual. Those who fail get no card in the first round of combat.

Movement
Characters may move their full Pace (usually 6" for humans) in a round. This is considered a free action and doesn't inflict a penalty to any other actions, such as firing a weapon or taunting a foe.

> **Crawling:** A character may crawl 2" per turn. This counts as being prone when being fired upon.

> **Crouching:** A character may move while crouching at half Pace. He may run while crouched (halve his total Pace after rolling for running). Ranged attacks against him suffer a –1 penalty.

> **Going Prone:** A character may fall prone at any time during his action. Getting up costs 2" of movement.

> **Difficult Ground:** Difficult ground such as mud, steep hills, or snow, slows characters down. Count each inch of difficult ground as two inches for purposes of movement.

> **Jumping:** A character can jump 1" horizontally from a dead stop, or up to 2" with a "run and go." A successful Strength roll grants one extra inch of distance.

Running
A character may run an additional 1d6" during his turn if he wishes. Characters suffer a –2 penalty (the standard multi- action penalty) to all other actions made while running.

> **Group Running Rolls:** When rolling for a group of nonplayer characters, villains, or monsters, the GM or controlling player makes a single running roll. The whole group doesn't actually have to run—it's just a convenient way to save a little time in the heat of battle.

Actions
Fighting, attacking with a weapon in each hand, and so on. Two important rules apply:
Characters perform "actions" when their card comes up each round. A character can move (see Movement) and perform one regular action—attacking, running, casting a spell, and so on—without penalty.

Characters can perform a multitude of actions when their card comes up in combat. The most common actions are making Tests of Will, using a power, or attacking with the Fighting or Shooting skill. These are all covered on the following pages.

Simpler actions such as readying an item, drawing a sword, or other quick tasks usually take one action. More complex actions, such as lighting a torch, digging through a backpack to find a small item, and so on, might require a random amount of time (such as 1d6 rounds). The Game Master has the final say.

> **Readying Weapons:** Drawing a weapon usually takes an entire round, but a character can do it faster if she wants. This is an action, however, and so inflicts the standard multi-action penalty of –2 to the character's attack roll.

Drawing two weapons at once, drawing a weapon from a difficult location (such as an ankle holster or inside a coat), or drawing a large or unwieldy weapon (a rifle, a shotgun, etc.), still inflicts a single –2 penalty, but requires an Agility roll. If the roll is failed, the weapons are drawn but the character may not attack that round.

Multiple Actions
Characters may perform multiple actions such as Intimidating someone while firing a bow and running.

- A character can't fire more than his weapon's Rate of Fire in one round
- A character may not make more than one Fighting attack with the same weapon in one round

In essence, a hero may not perform the same action twice in a round—he can't make two simultaneous Intimidation rolls or cast two different spells. He could make a Fighting and a Shooting attack if he had a gun in one hand and a knife in the other, however, and could even issue a Taunt at the same time. He could only make two Fighting attacks if he had a knife in each hand, however (or had the Frenzy Edge).

Each additional action attempted in a round sub-

tracts 2 from all the hero's rolls. If an adventurer wants to fire a gun with one hand and slice at an adjacent foe with a sword in the other, for instance, he subtracts 2 from both rolls. If he also wanted to make a Test of Wills against someone at the same time, he subtracts 4 from all his rolls.

Wild Cards get their Wild Die on each action as usual.

A moving character may perform these actions at different points in his movement, but still suffers the multi-action penalty. This might seem a little odd in practice—a character might shoot a pistol, move a few inches, then issue a Taunt— suffering a –2 penalty to both even though the Taunt roll has yet to be resolved—so make sure the player is committed to both actions before resolving either.

> **Free Actions:** Some minor actions are "free" and don't inflict multi-action penalties. Speaking a short sentence or two, moving up to the character's Pace, falling prone, resisting opposed rolls, or dropping an item, are all examples of free actions.

> **One Wild Die Per Action:** When Wild Cards roll multiple dice for a single action, such as when firing a machine gun, they roll only one Wild Die. A warrior with the Frenzy Edge, for example, rolls two Fighting dice and one Wild Die. He can use the Wild Die's total to replace either of his Fighting dice if he chooses. The Wild Die must either replace one of the regular dice or be ignored—it never adds another action or attack to the roll.

Attacks

Here's everything you need to know to decimate your foes and keep your hero alive.

Melee Attacks

The Target Number to hit an opponent is equal to the opponent's Parry score (2 plus half his Fighting ability; that's a 2 if he has no Fighting skill).

> **Bonus Damage:** If your attack hits with a raise, add +1d6 to your damage total as well! The d6 may Ace just like any other damage roll.

Ranged Attacks

The Shooting skill covers everything from pistols to rocket launchers. The base TN to hit something at Short range is 4 as usual. Shots at Medium range subtract 2 from the Shooting roll, and shots at Long range subtract 4 from the roll.

> **Bonus Damage:** If you hit your target with a raise, add +1d6 to the damage total. This roll may Ace just like any other damage roll.

> **Rate of Fire:** The Rate of Fire is how many Shooting dice the character rolls when firing the weapon. These additional shots must be taken at the same time, and each point of RoF grants the hero another Shooting die.

Wild Cards roll one Wild Die with the Shooting roll, and can use it in place of one of the Shooting dice if they choose.

> **Cover:** Attackers suffer a penalty when attempting to hit a target behind cover:

• **Light Cover:** Characters subtract 1 from their attack rolls if half or less of their target is obscured.

• **Medium Cover:** The penalty is increased to –2 if more than half of the target is hidden from view. This is the usual penalty for attacking a prone character (see Prone).

• **Heavy Cover:** The penalty is –4 if only a small part of the target is visible (prone beside a tree, behind a high wall, peeking around the corner of a building, etc.).

• **Near Total Cover:** Attacking through a very tight opening that provides near total cover, such as an arrow slit, subtracts 6 from enemy attack rolls.

> **Illumination:** Attacking a poorly-illuminated target is more difficult than a similar attack with good lighting, and incurs the following penalties:

• **Dim:** Twilight, light fog, night with a full moon, and so on subtract 1 from combatants' attack rolls.

• **Dark:** Normal darkness with some ambient light (starlight, partial moon) inflicts a –2 penalty, and targets aren't visible outside of 10".

• **Pitch Darkness:** Targets aren't visible at all in pitch blackness, but if a character knows roughly where a victim is (he can hear him, target is in a confined space, a glint of light shines off his blade, etc.), he may be attacked at –4.

> **Firing Blind:** Sometimes a character may want to fire at targets they have no fix on whatsoever. In these cases, allow the attacker to make a Shooting roll at –4 as above. Should he hit, the target may make a simple Stealth roll to ignore the attack (it misses).The Stealth roll is made at –2 if the attack was made with a RoF of 3 or more.

Damage

After a successful close combat or ranged hit, the attacker rolls damage. Ranged weapons do fixed damage as listed in the Gear section. Most pistols, for example, cause 2d6 damage.

Hand weapons cause damage equal to the attacker's Strength die plus a second die, which depends on the weapon. A barbarian with a d12 Strength and a Viking sword (d8 damage) rolls d12+d8 damage. Even though Strength is used to determine melee damage, this isn't

a Trait roll. Wild Cards don't add a Wild Die to the roll and they can't spend Bennies if they're unhappy with the results.

All damage rolls can Ace.

> **Unarmed Combat Damage:** An unarmed combatant rolls only his Strength die.

> **Bonus Damage:** Well-placed attacks are more likely to hit vital areas, and so do more damage. If your hero gets a raise on his attack roll (regardless of how many raises), he adds +1d6 to the final total. This roll may also Ace!

Applying Damage

The damage of an attack is compared to the victim's Toughness just like a Trait roll (though it isn't one so you can't spend a Benny on it). With a success, the victim is Shaken. For each raise over his Toughness he suffers a wound as well, as shown below:

• **Success:** The character is Shaken. If he was already Shaken, he suffers a wound and remains Shaken. To cause a wound, the latter Shaken result must come from a physical attack of some kind—not a Test of Wills or other maneuver.

• **Raise:** The character suffers a wound for every raise on the damage roll, and is Shaken. (When wounds are caused, it doesn't matter if the victim was already Shaken beforehand.)

Damage Effects

Damage can result in three effects: Shaken, wounds, and Incapacitation.

Shaken

If the damage of an attack is a simple success (0-3 points over Toughness), the target is Shaken. Shaken characters are rattled, distracted, or momentarily shocked. They aren't stunned but are temporarily suppressed enough that they must make a Spirit roll to be effective.

On their action, a Shaken character must attempt to recover from being Shaken by making a Spirit roll:

• **Failure:** The character remains Shaken. He can only perform free actions.

• **Success:** The character is no longer Shaken, but can still only perform free actions.

• **Raise:** The character is no longer Shaken and may act normally.

> **Spending Bennies:** A player may spend a Benny at any time to remove his Shaken status. If it's currently his action, he may act as if he gained a raise on the Spirit roll.

Wounds

Every raise on the damage roll inflicts a wound.

Wounded Extras are removed from play. They're dead, injured, or otherwise out of the fight.

Wild Cards can take three wounds and still function. If another wound would be caused after that, they're Incapacitated (see below). Wild Cards never have more than three wounds—anything beyond that is just considered three wounds and Incapacitated (see below).

> **Wound Penalties:** Each wound a Wild Card suffers causes a –1 cumulative penalty to his Pace (minimum of 1) and to all further Trait tests—up to the maximum of a hero's 3 wounds. A hero with 2 wounds, for example, suffers a –2 penalty to his Pace and any Trait tests.

> **Timing:** Characters sometimes take multiple hits on the same Action Card. Resolve each damage roll separately and completely before moving on to the next (including any Soak rolls).

Injury Table

2d6 Wound

2 Unmentionables: *If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.*

3-4 Arm: *Roll left or right arm randomly; it's unusable like the One Arm Hindrance (though if the primary arm is affected, off-hand penalties still apply to the other).*

5-9 Guts: *Your hero catches one somewhere between the crotch and the chin. Roll 1d6:*

1-2 Broken: *Agility reduced a die type (minimum d4).*

3-4 Battered: *Vigor reduced a die type (minimum d4).*

5-6 Busted: *Strength reduced a die type (minimum d4).*

10 Leg: *Gain the Lame Hindrance (or the One Leg Hindrance if already Lame).*

11-12 Head: *A grievous injury to the head. Roll 1d6:*

1-2 Hideous Scar: *Your hero now has the Ugly Hindrance.*

3-4 Blinded: *An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye).*

5-6 Brain Damage: *Massive trauma to the head. Smarts reduced one die type (min d4).*

Incapacitation

Incapacitated characters aren't necessarily dead, but are generally too beaten, battered, or bruised to do anything useful. They may not perform actions and are not

dealt Action Cards in combat. Incapacitated Extras are removed from play. Wild Cards are Incapacitated if they suffer more than three wounds (cumulatively or all at once). When a Wild Card becomes Incapacitated, make an immediate Vigor roll:

• **Total of 1 or Less:** The character dies.

• **Failure:** Roll on the Injury Table. The Injury is permanent and the victim is Bleeding Out (see below).

• **Success:** Roll on the Injury Table. The Injury goes away when all wounds are healed.

• **Raise:** Roll on the Injury Table. The Injury goes away in 24 hours, or when all wounds are healed.

> **Bleeding Out:** The injured character must make a Vigor roll at the start of each round after the one in which he was injured and before Action Cards are dealt:

• **Success:** The victim must roll again next round, or every minute thereafter if not in combat.

• **Raise:** The victim stabilizes and no further rolls are required.

• **Failure:** The character dies from blood loss. For nonlethal damage, he's rendered unconscious for 1d6 hours.

Other characters may stop a victim's bleeding by making a Healing roll. If successful, the victim stabilizes immediately and no further rolls are required. This use of the Healing skill just stops the bleeding.

A character may spend a Benny to make a "Soak" roll, which is a Vigor check. A success and each raise reduces the number of wounds suffered from that attack by one.

If the character is left with any wounds from an attack, he's still Shaken. Don't count the wound modifiers you're about to suffer when making this roll.

> **Timing:** A character may only make one Soak roll per attack. If a Soak roll eliminates 2 of 3 wounds, for instance, a hero can't make another Soak roll to eliminate the third wound. (The hero could spend a second Benny to reroll the Vigor roll as usual, however.)

> **Shaken:** A character can also spend a Benny to immediately eliminate a Shaken condition (and act if it's his action). This can be done at any time—even just after a failed Spirit roll to recover.

Situational Combat Rules

Below are a number of rules for special maneuvers characters might perform during furious combat.

Aim

A character who spends a full round aiming (no movement allowed) may add +2 to his Shooting or Throwing roll in the following round versus whatever he aimed at. Aiming for multiple rounds has no extra effect.

Area Effect Attacks

Attacks that cover a large area are "area effect attacks".

To attack with an area effect weapon, the character places the template on the table (or picks where he wants the center of the blast to be) and makes a Shooting or Throwing roll. If the attack is successful, the blast is centered where desired. Everything under (or partially under) the template is affected. Roll damage separately for each target affected.

Failure means the blast deviates. Just how far depends on whether it was thrown or launched, and what range bracket the target was in (Short, Medium, or Long). Roll 1d6" for thrown weapons (such as grenades) and 1d10" for fired projectiles. Multiply by 1 for Short range, 2 for Medium, and 3 for Long.

Next roll a d12 and read it like a clock facing to determine the direction the missile deviates. A weapon can never deviate more than half the distance to the original target. That keeps things from going behind the thrower.

> **Cover:** Targets who are prone or behind cover still get some protection from area effect attacks. In these cases, the modifier they would normally receive against ranged attacks acts as that many points of Armor instead. A character in major cover, like in a hole in the ground, negates four points of damage from a blast if he's caught within it.

> **Diving for Cover:** Give targets who see the danger coming from an area of effect an Agility roll at –2 to jump out of the way and avoid the damage. If successful, move the character just outside the template (his choice exactly where).

Breaking Things

Occasionally a character may want to break something, such as a weapon, a lock, or a door. Use the Toughness values below for these kinds of objects. Use these rules for solid objects. Larger objects with many components (such as vehicles) take multiple hits as per the vehicle rules.

Most anything can be broken given enough time and effort, so use this system only when attempting to break things in a hurry (such as during combat rounds).

The Parry of an inanimate object is 2. The catch is that damage rolls against them don't count bonuses from raises on the attack roll, nor Aces. Unlike a person or even a vehicle, an attack cannot hit a "vital" area on a lock or a door and thus do more damage. If an attack can't do enough damage to destroy an object, it can't destroy it (at least not quickly). This keeps characters from shattering swords with a feather and a lucky Strength roll.

If the damage roll equals or exceeds the object's Toughness, it's broken, bent, shattered, or otherwise ru-

ined. The GM decides the exact effects—such as whether a good strike opens a hole in a door or knocks it off its hinges.

> **Damage Types:** After the type of Object and its Toughness is the type of damage that can affect it. Swords do cutting or piercing damage, spears are piercing weapons, and so on.

Object Toughness

Object	*Toughness*	*Damage Type*
Light Door	*8*	*Blunt, Cutting*
Heavy Door	*10*	*Blunt, Cutting*
Lock	*8*	*Blunt, Piercing*
Handcuffs	*12*	*Blunt, Piercing, Cutting*
Knife, Sword	*10*	*Blunt, Cutting*
Rope	*4*	*Cutting, Piercing*
Small Shield	*8*	*Blunt, Cutting*
Medium Shield	*10*	*Blunt, Cutting*
Large Shield	*12*	*Blunt, Cutting*

Called Shots

Use the following modifiers and effects when characters wish to target specific locations:

• **Limb (–2):** An attack to a limb causes no additional damage but may ignore armor or have some other special effect (see the Disarm maneuver).

• **Head or Vitals (–4):** The attacker gains +4 damage from a successful attack to these critical areas. The target must actually have vital areas, and the attacker must know where they are to gain this advantage.

• **Small Target (–4):** Attacks against small targets such as the heart of a vampire or a missing scale on a large dragon's chest are made at –4. The effect of success depends on the situation—the vampire might die instantly, the missing scale may mean the dragon gets no armor, etc. If the GM has no particular effect in mind, it adds +4 damage just like a shot to the head or vitals.

• **Tiny Target (–6):** Particularly small or narrow targets, such as the eye-slit of a knight's helmet, carry a –6 modifier. The effects of a hit depend on the target. In the case of the knight, the blow ignores armor and inflicts +4 damage because it's a head shot (as above).

Defend

If a character's only regular action is to defend, his Parry is increased by +2 until his next action. The defender may move normally while performing this maneuver, but no running or other actions are allowed.

Disarm

A character can try to make an opponent drop a weapon (or other object) with either a close combat or a ranged attack. To cause a disarm check, the attacker must first hit the opponent's arm (–2, see Called Shots). The defender must then make a Strength roll. If the roll is less than the damage, he drops his weapon. The attacker may choose to make this a nonlethal attack with a melee weapon. Ranged attacks can be nonlethal if the attacker targets the weapon instead of the limb (generally –4 instead of –2).

The Drop

Sometimes an attacker is able to catch a foe off-guard and gets "the drop" on him. This usually happens at a distance of only a few feet, but other situations may occur (a sniper on a nearby rooftop).

Only the GM can determine when one character has obtained this kind of advantage over another. Usually it's when the victim is in the classic hostage pose, is completely unaware of the danger, or has been caught unarmed by an armed foe. The attacker is considered on Hold and adds +4 to his attack and damage rolls should he decide to strike.

Finishing Move

A completely helpless victim (bound, unconscious, etc.) may be dispatched with a lethal weapon of some sort as an action. This is automatic unless the GM decides there's a special situation, such as a particularly tough or naturally armored victim, a chance for escape, and so on.

The killer must usually dispatch his foe up close and personal, but the GM may occasionally let finishing moves be performed at range.

Firing into Melee

Occasionally heroes have to fire into the middle of hand-to-hand fights. The trouble is that even though we might see figures standing perfectly still on the table-top, in "reality," they're circling each other, wrestling back and forth, and moving erratically. For that reason, firing into a tangle of people, such as a melee, is quite dangerous. Use the Innocent Bystander rules when this occurs (see below).

Full Defense

In addition to the usual Defend option, a character can go for a full defensive action. He makes a Fighting roll at +2 and uses the result as his Parry until his next action. This is a trait test, so he gets to roll his Wild Die as well. And, of course, the dice can Ace, and you can choose to use Bennies on the roll if you want to.

Note that the character's Parry never gets worse as a result of the roll. If the roll is lower than the hero's Parry score, he keeps that instead (but gains no bonus from the full defense).

A hero using the full defense maneuver cannot move at all, however. He's doing everything he can to fend off whatever is attacking him. If he wants to move away as well, use the Defend maneuver instead.

Ganging Up

Ganging up on a foe allows attackers to flank, exploit openings, and generally harass their outnumbered opponent.

Each additional adjacent foe adds +1 to all the attackers' Fighting rolls, up to a maximum of +4. If three warriors attack a single hero, for example, each of the three warriors gets a +2 bonus to their Fighting rolls.

Grappling

Sometimes it's best to restrain an opponent rather than beat him to a bloody pulp. That's where grappling comes in.

Grappling is an opposed Fighting roll that causes no damage. If the attacker wins, he's entangled his foe. With a raise, his foe is also Shaken.

Once entangled, the defender may attempt to break free on his next action. Both the defender and attacker pick either their Strength or Agility and then an opposed roll is made. If successful, the defender is free but the attempt consumes his action. If he does so with a raise, he's free and may act normally. Failure means he is still entangled. Instead of breaking free the defender may attempt a different action but at a –4 penalty.

After grappling, the attacker may attempt to damage his victim on subsequent rounds by making an opposed roll as above. On a success he does his Strength in damage (gaining the extra d6 for a raise as normal).

Improvised Weapons

Heroes often find themselves fighting with objects that aren't intended for use as weapons. Torches, vases, chairs, tankards, bottles, tools, and other mundane items are frequently pressed into service in combat. And sometimes characters find themselves using existing weapons in improvised ways, defending with a ranged weapon in melee or trying to throw a hand weapon not designed to be thrown.

Such improvised weapons cause the wielder to suffer a **–1 Fighting or Throwing** penalty, as well as **–1 to Parry**. The Game Master is the final judge of an improvised weapon's effectiveness.

- **Small Weapons:** Range 3/6/12, Damage Str+d4, RoF 1, Min Str d4, –1 attack and Parry
- **Medium Weapons:** Range 2/4/8, Damage Str+d6, RoF 1, Min Str d6, –1 attack and Parry
- **Large Weapons:** Range 1/2/4, Damage Str+d8, Min Str d8, –1 attack and Parry

Innocent Bystanders

When an attacker misses a Shooting or Throwing roll, it may sometimes be important to see if any other targets in the line of fire were hit. The GM should only use this rule when it's dramatically appropriate—not for every missed shot in a hail of gunfire.

Each miss that comes up a 1 on the Shooting die indicates a random adjacent character was hit. Roll damage normally.

Horses and other animals are possible targets when firing on mounted characters as well.

It's sometimes easier to hit an adjacent victim than the original target using this quick system. That may not be entirely realistic, but it's fast and simple, it makes large groups of people vulnerable to missile fire, and best of all, increases the drama of firing at opponents locked in melee with the attacker's allies.

Mounted Combat

Characters fighting from horseback (or other strange beasts) have certain advantages and disadvantages in combat, as described below.

Mounts aren't dealt Action Cards—they act with their riders. Animals specifically noted as being trained to fight (such as warhorses) may attack any threat to their front during their riders' action. Untrained horses do not fight unless riderless, and even then usually only if cornered.

> **Horsemanship:** Characters who wish to fight from horseback must use the lowest of their Fighting or Riding skills. This makes it important for cavalrymen to actually be able to ride well!

> **Collisions:** If a mounted character runs into something solid—such as a wall—both he and the mount suffer damage.

> **Running:** Riders suffer the usual running penalty (–2) to attacks if the animal runs.

> **Falling:** Anytime a character is Shaken or suffers a wound while on horseback he must make a Riding roll to stay horsed. If he fails, he falls. If the horse is moving, the rider suffers 2d6 damage (he's merely Fatigued for the rest of the fight if the horse was still).

> **Firing on Mounted Targets:** Shots directed at mounted characters use the Innocent Bystander rules to see if the horse was hit. Of course, an attacker can always aim for the horse instead.

> **Charging:** A rider on a charging horse adds +4 to his damage roll with a successful Fighting attack. To be considered charging, the rider must have moved at least 6" or more in a relatively straight line towards his foe.

> **Setting Weapons:** A weapon with a Reach of 1 or greater can be "set" against a cavalry attack. To do so, the attacker must be on Hold when he is attacked by a charging mount (see above).

If so, he rolls to interrupt as usual, but each combatant adds +2 to his Agility roll for each point of his weapon's reach. The winner attacks first, and adds the +4 charge bonus to his damage; the loser gains no bonus.

> **Wounded Mounts:** When an animal is Shaken or wounded, it rears or bucks. A rider must make a Riding roll to stay mounted, or suffer the consequences of falling (see above). Mounts which aren't trained in fighting flee in a random direction when Shaken, taking their riders with them.

Nonlethal Damage

A character who wants to beat someone up without killing them can choose to do nonlethal damage. This requires the attacker use only his fists or a blunt weapon of some sort. Edged weapons may be used if they have a flat side, but this subtracts –1 from the attacker's Fighting rolls.

Nonlethal damage causes wounds as usual, but if a character is rendered Incapacitated he's knocked out for 1d6 hours instead.

Nonlethal wounds are otherwise treated exactly as lethal wounds. This means it's much easier to render an Extra unconscious than a Wild Card. This is intentional, and should work well for most genres where heroes can take multiple punches before going down for the count, but most "mooks" go out with one or two good punches.

Obstacles

Sometimes characters have sufficient power to attack their foes through obstacles. (See the Breaking Things section to actually destroy intervening obstacles.) To do so, first decide if the attack hits. If it misses, there's no additional effect other than a small hole in the intervening obstacle.

If the attack would have hit without the cover modifier, the round is on target but the obstacle acts as armor for the target behind it. In the table below are the Armor bonuses for some obstacles commonly used as cover. This is added directly to the target's Toughness, including any actual armor he's wearing in the affected location. Subtract the weapon's Armor Piercing value from the total protection offered—not from both the obstacle and armor actually worn by the target.

Obstacle Toughness

Armor	***Obstacle***
+1	*Glass, leather*
+2	*Shield*
+3	*Wall*
+4	*Oak door, thick sheet metal*
+6	*Mud wall*
+8	*Brick wall*
+10	*Stone wall*

Off-Hand Attacks

Characters are assumed to be right-handed unless the player decides otherwise. Actions that require precise eye-hand coordination, such as Fighting or Shooting, suffer a –2 penalty when done with the off-hand.

Prone

Smart heroes lie down when lead starts flying. They move, shoot, and then get prone behind cover before their action is over, forcing attackers to go on Hold to attack them. Prone gives them Medium Cover against most attacks. Ranged attacks within 3" ignore the modifier since the target is just as exposed as if he were standing next to these characters.

If a prone defender is caught in melee, his Parry is reduced by 2 and he must subtract 2 from his Fighting rolls. Getting up from prone costs 2" of movement.

Sometimes characters may want to push a foe in hopes of knocking him out of position, prone, or even into a deadly hazard. This is called a Push.

To push a foe, the attacker and the target make opposed Strength rolls. If successful, the attacker has three choices. He can:

• **Bash:** Push the target 1" for every success and raise the attacker gets on his Strength roll. If the attacker got at least one raise and the defender hits an obstacle, the target suffers 1d6 damage for every raise on the Push roll.

• **Shield Bash:** If the attacker has a shield, he can push the attacker as above, but also causes Str damage. Add +1 to the damage for a small shield, +2 for a medium shield, and +3 for a large shield.

• Knock Prone: The defender is knocked prone.

> **Running:** If the attacker ran at least 3" before the push, he adds +2 to his roll.

> **Hazards:** The Game Master must determine results from any other obstacles or hazards, such as a cliff edge, wall of fire, etc.

Ranged Weapons in Close Combat

No ranged weapon larger than a pistol may be fired at adjacent foes engaged in melee. Larger weapons may be used as clubs, however. Pistols can be fired in close combat, but since the defender is actively fighting back, the TN for the Shooting roll is his Parry rather than the standard TN of 4.

That means it's harder to hit someone who's wrestling with your character in melee than someone a few feet further away who isn't actively wrestling with your hero.

Rapid Attack

Sometimes an outnumbered fighter needs to sacrifice skill for blind luck. A rapid attack is a wild swing of the blade or a hasty spray of shots that favors fortune over expertise.

In melee, the warrior can make up to three attacks as a single action. Roll a Fighting die for each, and subtract –4 for the totals. (Wild Cards add a Wild Die as usual.)

The rapid attack must be taken all at once but the warrior can assign his skill dice to multiple targets if he chooses.

Tests of Will

Intimidation and Taunt allow a character to make a "Test of Wills" attack against an opponent. In combat situations or during competitive miniature battles, Tests of Will have objective effects, as seen below. More subjective effects are outlined for the Game Master in roleplaying situations.

To make a Test of Wills, the character makes an opposed roll against his chosen target. The defender uses Smarts to resist Taunt, and Spirit to resist Intimidation.

The Game Master should modify both character's rolls depending on the situation.

A success means the attacker gets a +2 bonus to his next action against the defender during this combat. A raise on the roll gives the attacker the bonus and makes the defender Shaken as well. This can be a great setup for an attack, a trick, or even a second Test of Wills if the first one didn't get a Shaken result.

Test of Wills Table	
"Attack" Skill Resisted By…	
Taunt vs. Smarts	*Intimidation vs. Spirit*

Touch Attack

A character who simply wants to touch a foe (usually to deliver a magical effect of some kind) may add +2 to his Fighting roll.

Tricks

Heroes often attempt fancy maneuvers or clever tricks to distract their foes and set them up for deadly follow-up attacks. This might include throwing sand in an opponent's eyes, ducking between a tall foe's legs to stab him in the back, and so on. Tricks do not include weapon feints—those are already "assumed" in a character's Fighting and Parry scores.

To perform the trick, the player must first describe exactly what his character is doing. Next he makes an opposed Agility or Smarts roll against his foe. The GM must determine which is more appropriate based on the player's description of the maneuver.

If the character is successful, his opponent is distracted and suffers –2 to his Parry until his next action. With a raise, the foe is distracted and Shaken as well.

These penalties do not stack. Tricking a foe twice has no additional effect.

Two Weapons

A character may attack with a weapon in each hand if he desires. This works just like any other multi-action, and inflicts a –2 penalty to each attack. (Note that the Two-Fisted Edge negates the multi-action penalty when attacking with two weapons.)

Unless your hero has the Ambidextrous Edge, subtract another 2 points from the off-handed attack (see Off-Hand Attacks). A hero with the Frenzy Edge adds the additional die with either melee attack of his choice.

Unarmed Defender

If one character has a melee weapon and his foe doesn't, the opponent is considered unarmed and is very likely in a world of hurt. Since he can only dodge and evade rather than parry, any armed attacker trying to hit him may add +2 to his Fighting roll. Nearly all animals and monsters are considered armed due to natural weapons such as claws and teeth.

Unstable Platform

A character attempting to fire a ranged attack from the back of a horse or other mount or other "unstable platform" suffers –2 to his Shooting roll.

Wild Attack

Sometimes a desperate character may want to throw caution to the wind and attack with everything he's got. This is called a "wild attack," and can be devastating if used correctly. If used recklessly, it can quickly get even a veteran character slaughtered.

Performing a wild attack adds +2 to the character's Fighting attack and resulting damage roll, but his Parry is reduced by 2 until his next action.

Wild attacks can be used with multiple attacks, such as from the Frenzy or Sweep Edges, or with two weapons.

Withdrawing from Close Combat

Inevitably, your hero will decide discretion is the better part of valor. Whenever a character retreats from melee, all adjacent non-Shaken opponents get an immediate free attack (but only one—no Frenzy or other Edges apply unless they specifically say otherwise).

A character may take the Defend option (+2 Parry) while retreating from combat, but won't be able to perform other actions that round besides movement and still suffers the free attack.

Healing

The Healing skill can be used to treat any wound suffered within the last hour. Each attempt takes 10 minutes.

> **Modifiers:** The healer must subtract the patient's wound levels from his skill roll. A wounded character trying to heal his own injuries suffers from both effects (his wounds plus the wound penalty to the Healing roll).
>
> Healing requires some basic supplies such as bandages and reasonably clean water. If these aren't available, the healer suffers a –2 penalty to his roll.
>
> **The Golden Hour:** After one hour, only natural healing or the greater healing power can help.
>
> **Incapacitated Patients:** If a victim is Incapacitated the healer must first make a Healing roll to remove that state, He may then attempt further Healing rolls to remove actual wounds.

A character may only attempt to heal fresh wounds on a given patient once within the hour they were sustained. A different character may attempt a Healing roll, but once attempted, that healer has done all he can for that particular patient.

A success on a Healing roll removes one wound, and a raise removes two. Further raises have no effect.

Natural Healing

Every five days, wounded or Incapacitated characters may make Vigor rolls. Wild Cards remove one wound level (or their Incapacitated status) with a success, or improve two steps with a raise. A critical failure on a natural healing roll increases a Wild Card's wound level by one. If the hero already has three wounds he becomes Incapacitated.

Extras lose their Incapacitated status with a success and expire if they roll a 1 on their Vigor die.

Subtract wound penalties from these rolls as usual, as well as any of the modifiers below. These are cumulative, so rough traveling in intense cold with one wound is a total penalty of –5, for example.

Medical attention means that someone with the Healing skill is actively checking the patient's wounds, changing dressings, giving what medicines are available, and generally looking after the patient's well-being.

Natural Healing Modifiers

Modifier	***Condition***
–2	*Rough traveling*
–2	*No medical attention*
–2	*Poor environmental conditions, such as intense cold, heat, or rain*
—	*Medical attention (1940 or earlier)*
+1	*Medical attention (1941 or better)*
+2	*Medical attention (2010 and beyond)*

Aftermath

It's often important to know what happens to Extras who were Incapacitated during a fight. This creates interesting choices for the players after battle as they must decide what to do with their wounded companions and living captives. Do they leave their men behind? Do they slaughter their foes? These situations should present your group with chances to roleplay their characters, and challenges to their overall plans as they have to deal with prisoners or walking wounded.

After a fight, the players make Vigor rolls for all of their wounded allies and the GM rolls for wounded foes. With a success, the Extra is alive but Incapacitated (failure indicates death). With a raise, the wounds were only superficial and the character may function normally.

> **Walking Wounded:** If it becomes important to know which Incapacitated characters can walk and which cannot, make a second Vigor roll for each. Those who make it are "walking wounded"—they may shamble slowly but still cannot fight or perform other useful actions.

Those who don't make the roll can be moved but risk aggravating their injuries. They must make another Vigor roll for each and every hour of movement. Should they fail, they begin to die. They may be stabilized with a Healing roll at –2, but any further movement will no doubt be fatal.

Chapter Ten: Hazards

Heat, cold, hunger, thirst, lack of sleep, and other hazards can wear down even the hardiest heroes, sending them into a downward spiral that can lead to death if he can't improve his situation. Drowning, fire, and falling are much more immediate dangers, while others are more insidious—such as poison and disease.

On the following pages are the most common hazards, with details on when a character must roll, any important modifiers, and how one recovers from any effects he's suffered from it. Use these hazards mostly for dramatic purposes. A quick trip to the outhouse through a blizzard isn't worth keeping up with, but a long trek through the Mountains of Dread certainly is, especially if it heightens the drama and makes the party think about things they might otherwise ignore, such as shelter, warm clothing, or eating their mounts to stay alive.

Fatigue

Some hazards cause direct damage, but most cause Fatigue—stress or weakness that makes a victim less effective and can eventually lead to Incapacitation or even death.

A character who falls victim to Fatigue passes through several declining states before finally succumbing to his stress. Each of these states and the penalties they incur are described below.

- **Fatigued:** The hero is tiring quickly. All of his Trait checks suffer a –1 modifier. If he suffers Fatigue again, he becomes Exhausted.
- **Exhausted:** The hero is fading fast. He suffers –2 to all Trait rolls. If he suffers Fatigue again, he's Incapacitated unless the hazard description says otherwise.
- **Incapacitated:** The victim collapses and is Incapacitated. See Incapacitation Effects under each Hazard for what happens next.

> **Recovery:** Recovering from Fatigue varies depending on its source. Severe hunger requires food, cold requires warmth, and so on. Exactly how Fatigue is relieved depends on how it was acquired. This is explained under each Hazard.
> **Multiple Hazards:** It doesn't matter what the source of Fatigue is. If a hero who's already Exhausted from hunger then suffers a level of Fatigue from cold, he becomes Incapacitated. A character suffering from multiple sources of Fatigue must address both to recover.

Bumps and Bruises

Characters who suffer minor but troubling injuries, such as stumbling down a slope or running through a cavern in the dark, can suffer from Fatigue rather than suffering actual wounds. This is the hazard to use when characters should be beat up a bit but not truly wounded.

When a character suffers injuries like these he must make a Vigor roll. Those who fail gain a Fatigue level from bumps, bruises, cuts, and scrapes. The Game Master may occasionally allow sure-footed characters to make Agility rolls to avoid this damage instead. Fatigue gained in this way can lead to Exhaustion, but not to being Incapacitated.

• **Recovery:** Fatigue levels from Bumps and Bruises automatically improve one step 24 hours after the original injuries were suffered.
• **Incapacitation Effects:** None. A victim cannot be Incapacitated from Bumps and Bruises.

Cold

Trudging through deep snow for hours on end, or facing biting, bitter winds, can dehydrate and fatigue a character as quickly as blazing deserts. Every four hours spent in weather below freezing (32° F), a character must make a Vigor roll. Failure means the victim gains a Fatigue level. Subtract 1 from the victim's Vigor roll for every 20 degrees below freezing to a maximum of –3.

The roll assumes the character is wearing warm clothing. If not, subtract 2 from the total. Modern winter gear adds +2, and advanced gear add at least +4 or more.

• **Recovery:** Warmth and shelter from the elements allows a hero to recover a Fatigue level every 30 minutes.
• **Incapacitation Effects:** Make a Vigor roll every hour or perish.

Disease

Diseases cover a wide range of maladies, from long-term debilitating illnesses to those which might cause immediate spasms or death. To handle such a diverse range of diseases, we've broken them down into those most likely to come into play in a typical game or campaign session. If you're trying to model a specific disease, you'll want to adjust the rules to better reflect that illness' symptoms.

• **Recovery:** Unless the disease description says otherwise, it can only be treated with specific medicines or very powerful magic. If the proper medicine is available, all the victim's ailments vanish in 2d6 days minus half his Vigor die type, to a minimum of one day. If not, healers can make the victim more comfortable but have no further effect on his condition.
• **Incapacitation Effects:** Typically death unless the text details a different result.

Contracting Diseases

Diseases may be acquired in one of the following ways:

• **Airborne:** The toxin is in the air. If a character is aware of the toxin he can hold his breath for a number of rounds equal to 2 plus his Vigor die, or half that if he wasn't prepared. After that he must breathe and automatically contracts the disease. If the victim is surprised by the release of the disease (such as a creature with exploding spores), he must make a Smarts roll to hold his breath before the tainted air enters his lungs.
• **Touch:** The victim must make a Vigor roll immediately on being touched. If successful, the disease didn't manage to "take" and there is no effect. Failure means the disease takes immediate effect as described below.
• **Induction:** The disease must enter the bloodstream, most typically by an animal's bite, or a cut by an infected weapon. In these cases, if a victim is Shaken or wounded by such an attack, he must make a Vigor roll. If failed, he contracts the disease. If successful, the disease didn't manage to get into the bloodstream and there is no further effect.

Disease Types

• **Long-Term Chronic, Majorly Debilitating:** These diseases cause constant irritation and exhaustion and eventually end in death. Leprosy, untreated tuberculosis, and similar fatal diseases fall into this category. Victims have frequent spasms and coughing fits and so are always Exhausted. If they suffer an additional Fatigue level, they are Incapacitated but do not die. At the start of every game session, the character must make a Vigor roll. If his total is ever a 1 or less, he's going to pass away before the end of that session. The Game Master is encouraged to let the hero go out with style if possible, but he will perish before the game ends this time.

• **Long-Term Chronic, Minorly Debilitating:** This works exactly as above except the unfortunate hero is constantly Fatigued rather than Exhausted. Examples of this kind of disease include malaria, fantasy diseases such as the touch of certain undead, or living in a foreign and slightly toxic environment.

• **Short Term, Debilitating:** These are typically acquired from the scratch of a creature or breathing air laden with toxins (see Airborne and Induction, above). A victim who fails his Vigor roll and contracts the disease suffers Fatigue and is Shaken as he begins to cough and wretch

uncontrollably. Once he recovers from being Shaken he may act normally but the Fatigue level (and thus the disease) remains for 2d6 days while the sickness works itself out.

• **Short Term, Lethal:** Even more rare are diseases that can kill in seconds. Treat this exactly as Lethal Poison (see Poison). If a character survives but suffers Fatigue from the poison, it lasts 2d6 hours.

Drowning

Water is deadly to those who aren't prepared for it. Here are some standard water hazards and how often a character must make a Swimming roll, with each failure adding a Fatigue level.

• A character with at least a d4 in Swimming does not have to roll when in calm water.
• In rough water, all characters must make a Swimming roll every minute.
• In white water, the hero is swept into eddies and whirlpools (hydraulics) and rolls every round.
• A hero forced to tread water for long periods without a flotation device must roll once every hour.

> **Modifiers: S**ubtract –2 from a hero's Swimming rolls if he is trying to hold something up, including another character.

• **Recovery:** Once a character is out of the water, he recovers one Fatigue level every five minutes.
• **Incapacitation Effects:** Death in a number of rounds equal to half the victim's Vigor die. If someone can get to the victim within five minutes of "death," he can be resuscitated with a Healing roll at –4.

Falling

Falling damage is 1d6+1 per 10 feet fallen (round up), to a maximum of 10d6+10. If you're playing on the table-top, treat every 2" as 10' for simplicity.

> **Snow:** Particularly soft ground, such as deep snow, acts as a cushion. Every foot of soft snow reduces damage by one point.
> **Water:** A fall into water reduces the number of dice rolled by half (rounded down), and an Agility roll means the character dives and takes no damage at all, though he is automatically Shaken if he dives from a height of greater than 50'. A fall over 15" (30 yards) requires an Agility roll at –2 to avoid damage.

Fire

Roll the damage listed below when a character is first burned and at the beginning of each round until he is free of the flame. Only sealed, fireproof armor adds to a character's Toughness when resisting the effects of fire.

Fire Damage

Damage	*Description*
+2	*Burning weapon*
1d10	*"Spot fire," such as a burning arm or leg*
2d10	*Flamethrower*
3d10	*Lava*

> **Spreading:** Anytime something flammable is hit by fire, roll 1d6. On a 6, the target catches fire. Very flammable targets, such as a scarecrow, catch fire on a 4-6. Volatile targets, such as a person soaked in gasoline, catch fire on anything but a 1.
Each round after a victim catches fire (at the beginning of his action), roll as if checking to see if the victim catches fire again. If he does, the fire grows in intensity and does the damage listed above each round.
> **Smoke Inhalation:** Fires in confined areas produce deadly smoke. Every round a character is in such an environment, he must make a Vigor roll. A wet cloth over the face adds +2 to the roll, and a gas mask negates the need for the roll entirely. If the roll is failed, the character gains a Fatigue level.

Heat

Intense heat, typically that over 90 degrees Fahrenheit, can cause heat exhaustion and heat stroke, both of which are very dangerous. The actual danger is from dehydration, so well-supplied and conscientious characters can greatly improve their chances in extreme heat simply by carrying a good amount of water and drinking frequently.

When the temperature reaches 90 degrees or more, the GM should pay attention to how much water characters are able to drink. If they are able to drink at least four quarts of water a day, they may be tired and sunburned, but are in no immediate danger.

If that amount of water isn't available, characters must make Vigor rolls every four hours. Subtract two from the roll if the hero has half the water he needs, and subtract 4 if he has less than half. Failure means the character gains one level of Fatigue.

• Subtract 1 from the roll for each additional 5 degrees above 90 degrees Fahrenheit.
• Add +1 if the hero stops all physical activity.
• Add +1 to the roll if the character has substantial shade.

• **Recovery:** A victim who receives sufficient water recovers one Fatigue level every hour.

• **Incapacitation Effects:** An Incapacitated character suffers heat stroke and may suffer brain damage. Make a Vigor roll. If the roll is failed, the victim's Smarts and Strength decrease by one step permanently (to a minimum of d4).

Hunger

Humans need approximately one pound of food every 24 hours. If sufficient sustenance isn't available, a character begins to suffer from severe hunger.

Starting the first day after the meal was missed, the character must make a Vigor roll. Subtract 2 if the hero has less than half the required amount of food. Failure means the character gains a Fatigue level.

After the first day, the character must roll for hunger every 12 hours, and thirst every 6 hours.

> **The Survival Skill:** A successful Survival roll each day provides enough food and water for one person, or enough for five with a raise.

• **Recovery:** At least a pound of decent food allows a character to recover a Fatigue level every hour, or every 12 hours if he reached Incapacitated.
• **Incapacitation Effects:** A character Incapacitated by hunger dies 3d6 hours later.

Poison

Poisons can be delivered many ways. If ingested, its effects occur automatically. If a victim is Shaken or wounded by a bite or weapon coated in poison, he must make an immediate Vigor roll against the type of poison listed on the Poison Effects Table below. If the poison has a modifier associated with it (such as Venomous [–2]), the victim's Vigor roll is modified appropriately.

The Game Master must decide which category is appropriate based on the poison. Most real-world animals are Venomous with only a few falling in the Lethal category. Ghouls might have paralyzing poison in their claws, while spies might use Knockout poison in drinks or gases.

Characters who suffer Paralysis or a Knockout are Incapacitated until they recover.

• **Recovery:** Fatigue or Exhaustion resulting from poison lasts 24 hours.
• **Incapacitation:** See the table below.

> **Treatment:** To treat a poisoned victim, the healer can try a Healing roll minus the strength of the poison itself (found in the poison's description). If successful, the victim's life is saved and the poison no longer has any effect—paralyzed victims can move and those rendered unconscious wake.

Each character may only attempt one Healing roll per incident to cure the poison, but another character with Healing may make a second attempt, and so on.

Sleep

Most people need a minimum of six hours sleep out of every 24. A character who goes without this amount of sleep must make a Vigor roll at a cumulative –2 every 12 hours thereafter (maximum penalty of –6). A large amount of coffee, soda, or other stimulant adds +2 to the roll.

• **Recovery:** Every four hours of restful sleep removes a level of Fatigue.
• **Incapacitation Effects:** A character who suffers this much Fatigue simply falls into a deep sleep for 2d10 hours.

Thirst

An average-sized man requires two quarts of water a day. This requirement is doubled in both very dry conditions (such as the desert) or areas of high humidity (the jungle) as the character perspires constantly and begins to dehydrate.

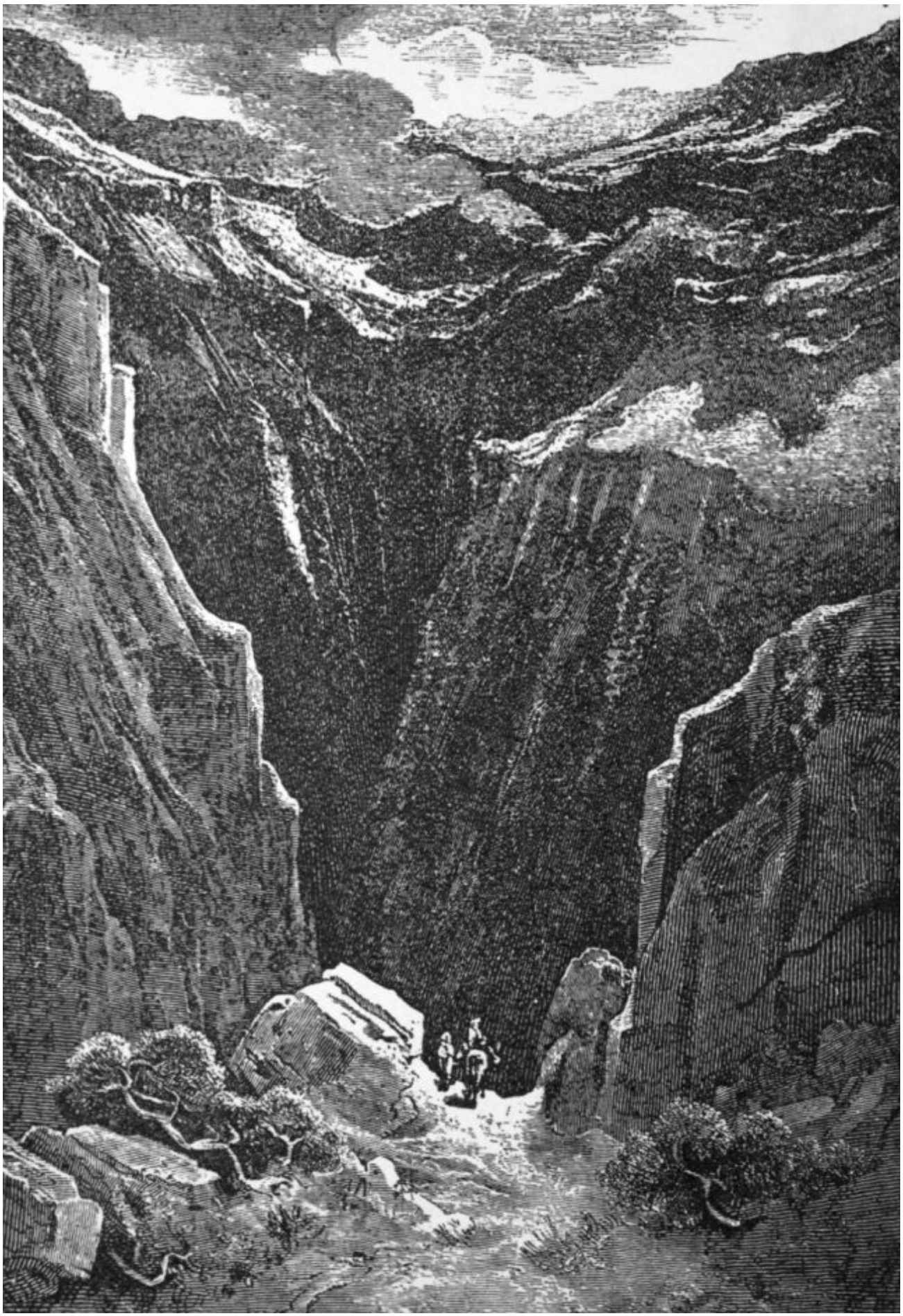
If enough water isn't available, the hero begins to suffer from dehydration. Starting the first day after the water runs out, he must make a Vigor roll. Subtract 2 if the hero has less than half the required amount. Failure means the character gains a Fatigue level. After the first day, the character must make the required Vigor roll every 6 hours.

> **The Survival Skill:** A successful Survival roll each day provides enough water (and food) for one person, or enough for five with a raise.

• **Recovery:** Two quarts of water allows a character to recover a Fatigue level every hour.
• **Incapacitation Effects:** Death in 2d6 hours

Poison Effects Table

Type	*Failure*	*Success*	*Raise*
Lethal	*Death in 2d6 rounds*	*1 wound and Exhaustion*	*Exhaustion*
Venomous	*Death in 2d6 minutes*	*1 wound and Exhaustion*	*Exhaustion*
Paralysis	*Paralyzed for 2d6 minutes*	*Paralyzed for 2d6 rounds*	*Fatigue*
Knockout	*Knocked out for 2d6 hours*	*Knocked out for 2d6 minutes*	*Fatigue*



Chapter Eleven: Sorcery Powers

The world of The Legends of Sinbad, though set in a real period of our history, is in fact a realm of magic and monster. Sorcerers can achieve magic in one of several ways—born with the power; through communing with nature, spirits, or ancient pagan deities; bargaining with demons or other Old Ones; granted the power through a powerful being (from a genie, for example); or any other method the GM decides.

But no matter what, the rules are always the same.

Making Arcane Characters

You need to buy the Arcane Background Edge in order to create a character who can use magic.

Spellcasting Skill

You need to put points into the Spellcasting skill.

Power Points

Sorcerers energize their powers with "Power Points." As soon as you buy an Arcane Background Edge, your hero gets the listed number of Power Points.

Using a power requires that you spend a number of these points. Some powers allow you to pay additional points for better effects, and some allow you to maintain the effect by spending Power Points each round.

Heroes recover 1 Power Point per hour.

Starting Powers

Arcane characters start with a number of powers.

Learning New Powers

An arcane character can learn a new power by selecting the New Power Edge. As soon as he levels up and chooses this Edge, he can instantly begin using whichever power he chooses. As an action, a character may use a single power by declaring the power he's using, spending the desired number of Power Points, and making an arcane skill roll.

If the roll is failed, there's no effect but the Power Points are lost. If successful, consult the particular power to determine the results.

Some powers have variable effects depending on how many Power Points are used to cast them. The player must spend the desired Power Points before rolling his character's arcane skill to see if he's successful.

Maintaining Powers

Some powers may be maintained, as listed in the power's Duration description. This is a free action. The number following the duration is the cost in Power Points to keep the power going. No new skill roll is needed to maintain a power.

For each power currently being maintained, the caster suffers a –1 to future arcane skill rolls (but not other Trait tests). A wizard maintaining armor and charm, for example, suffers a –2 penalty to his Spellcasting rolls until he allows those powers to lapse. He does not suffer penalties to his Fighting (or other) rolls while these spells are being maintained.

Disruption

A character who is actively maintaining a power may be disrupted if he suffers damage. To maintain concentration for all of his powers, the hero makes one opposed arcane skill roll versus the damage he suffered. If his roll is higher, he maintains all of his spells. If he fails, he instantly drops all of his powers after the attack that caused the disruption is resolved.

A character who is Shaken by non-damaging means (such as a Test of Wills) must make a simple Smarts roll to maintain his powers.

Arcane Backgrounds

Below is a description of the Arcane Backgrounds. Characters can be a sorcerer (which includes all manner of typical spellcasting archetypes, such as Merlin the Wizard in King Arthur's court, to the sorcerer who bargains with demons); a druid; an alchemist; or a Norse rune caster.

Arcane Background (Alchemy)

Arcane Skill: Alchemy (Smarts)
Starting Power Points: 10
Starting Powers: 3
Spell List: armor, blast, boost/lower trait, burrow, detect/conceal arcana, environmental protection, fly, greater healing, healing, invisibility, light, obscure, quickness, shape change, smite, speak language, speed, stun, and teleport.
Mechanics: To create a potion, the alchemist rolls his Alchemy die and pays the relevant Power Points.

These Power Points are not recovered until the potion is consumed or destroyed (poured on the ground, dispelled, etc.). At that point they return to the caster at the usual rate (typically one per hour). The potion can be used as a single action by any living being. A potion of Strength, for example, might contain the boost trait spell, where as a potion of fireballs might contain blast and need to be thrown.

The effects of the potion are the same as the spell. This includes any additional effects from raises on the original Alchemy roll.
Range: Alchemists don't go around throwing balls of fire—they throw exploding potions. Any spell with a Range of Touch, Sight, or Self requires the potion to be drunk or smeared onto the body, as deemed appropriate for the effect.

Arcane Background (Druid)

Arcane Skill: Earth Magic (Smarts)
Starting Power Points: 10
Starting Powers: 3
Spell List: armor, barrier, beast friend, blast, bolt, boost/lower trait, deflection, detect/conceal arcana, elemental manipulation, entangle, environmental protection, obscure, quickness, shape change, smite, speed, and teleport.

Arcane Background (Rune Magic)

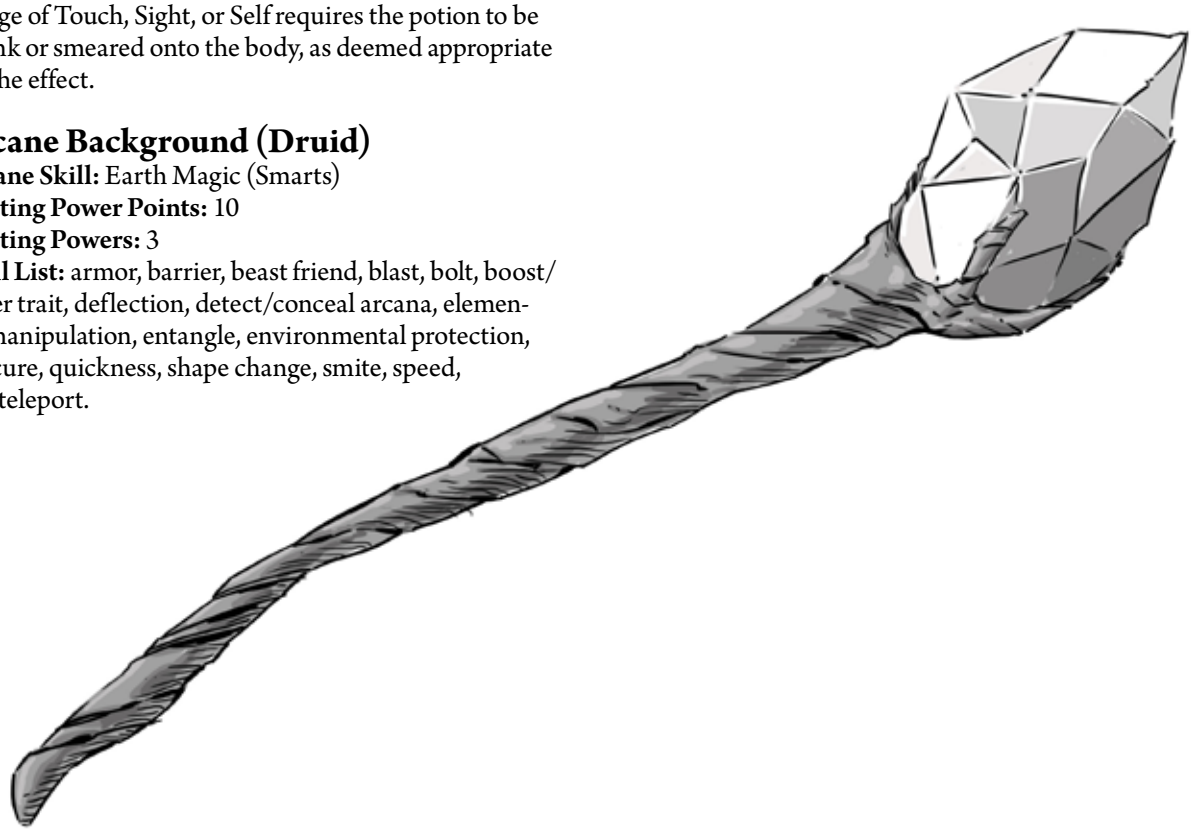
Arcane Skill: Rune Magic (Smarts)
Starting Power Points: 10
Starting Powers: 3
Spell List: armor, barrier, beast friend, blast, bolt, boost/lower trait, deflection, detect/conceal arcana, elemental manipulation, environmental protection, fear, invisibility, light, obscure, puppet, quickness, shape change, smite, speak language, speed, stun, teleport, and zombie.
Mechanics: Rune mages must carve runes onto an object, be it wood, stone, bone, or flesh. Carving a rune is all part of the spellcasting process and takes no extra time. The rune mage declares the spell, spends Power Points, and makes an arcane skill roll as normal.

Arcane Background (Sorcerer)

Arcane Skill: Spellcasting (Smarts)
Starting Power Points: 10
Starting Powers: 3
Sorcerers draw on raw supernatural energy to fuel their eldritch fires. This energy often infuses the worlds in which they live, and is drawn forth with elaborate rituals, words of power, runes, or perhaps even dark sacrifices.

Sorcerers are often quite weak early in their careers, but are forces to be reckoned with as they become powerful.

> **Backlash:** When a sorcerer rolls a 1 on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken. This can cause a wound.



Trappings & Effects

Trappings are the heart and soul of the powers system. With just a few simple twists, a bolt power can represent rays of ice, streaks of light, or swarms of stinging bees.

The powers themselves are designed to be as simple to use and remember as possible. This helps the Game Master remember what all the powers do, and helps players remember the rules for common powers. For the most part, Trappings should be merely cosmetic. But sometimes it makes sense for there to be additional effects. A heat ray should have a chance of catching combustible objects on fire, for example, and an electric blast should do slightly more damage to targets in full metal armor.

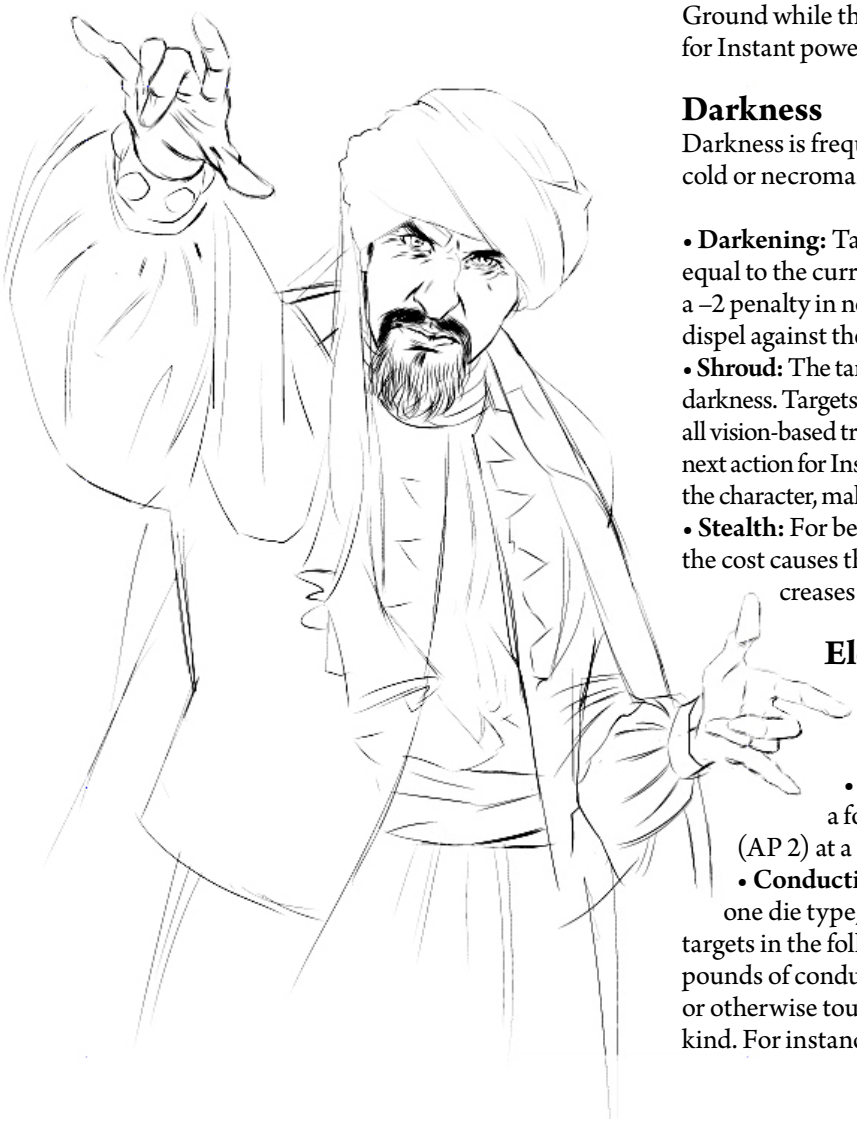
Below are examples of effects players and Game Masters can use for common Trappings.

Acid

Acid is most commonly an attack Trapping, but could be used defensively against those who touch it (such as armor that corrodes anyone who touches it).

• **Corrosion:** If the subject with an acidic Trapping is touched the victim must make a Vigor roll or suffer Fatigue (the equivalent of Bumps and Bruises). If the ability is a damaging attack that results in a Shaken or higher result, roll a d6. On a 6, any material the acid hit is ruined (armor loses a point of protection instead).

• **Burn:** A power that does fixed damage reduces its die type by one, but does one less die of damage on the caster's next action unless counteracted in some way (taking an action to wash it off or stripping off the acid-covered item). For instance, a 2 PP acid bolt causes 3d4 when it hits and 2d4 on the caster's action as well (unless the target neutralizes it with liquid).



Cold/Ice

Cold and ice cause freezing effects, and can be both positive and negative.

• **Armor:** Beneficial powers provide +2 Armor versus cold, ice, fire, and heat, but fire and heat attacks count as a dispel against them.

• **Fatigue:** Harmful powers require a Vigor roll (at –2 on a raise) to avoid cold-based Fatigue, but the power's range is reduced to half (non-ranged powers have their Power Point cost doubled).

• **Skate:** A success on a beneficial power (like armor) results in ice not counting as Difficult Ground as ice spikes or skates form on the target's feet.

• **Slow:** A raise with a detrimental power (like stun) results in the target's movement counting as Difficult Ground while the power is active (or his next movement for Instant powers) due to the slick ice frozen on him.

Darkness

Darkness is frequently tied to another trapping such as cold or necromantic, so those options can apply as well.

• **Darkening:** Targets suffer a penalty to oppose the power equal to the current darkness penalty. The caster suffers a –2 penalty in normal light, and the light power works as dispel against the power.

• **Shroud:** The target is momentarily shrouded in tendrils of darkness. Targets of negative powers suffer a –1 penalty to all vision-based trait rolls while the power is active or on their next action for Instant powers. Positive effects slightly obscure the character, making him –1 to be hit by ranged attacks.

• **Stealth:** For beneficial powers, adding +1 Power Point to the cost causes the darkness to cling to the target and increases Stealth by one die type, or two on a raise.

Electricity

Electricity has a strong impact on the body's nervous and muscular systems.

• **Armor Piercing:** The electricity arcs to a foe's exposed areas, ignoring some armor (AP 2) at a cost of +1 Power Point.

• **Conduction:** Damaging powers reduce damage by one die type, but add an additional die of damage to targets in the following situations: carrying more than 10 pounds of conductive metal, contacting a source of water, or otherwise touching an electrical conductor of some kind. For instance, an electrical blast at maximum effect

does 3d4 damage in a Large Burst Template, but if the targets are standing in water, they take 4d4 damage.
• **Jazz:** Beneficial powers "jazz" the target. They cost +1 Power Point to cast, but on a success add +2 to Pace and on a raise increase Agility one die type for the duration of the power.
• **Jolt:** Helpful powers shock a target out of their distraction on a raise, providing an immediate free roll to recover from being Shaken.
• **Spasms:** Harmful powers cause temporary muscle contraction if cast with a raise; the target has to make a Vigor roll or be at –2 Parry until his next action.

Fire/Heat

Fire is a very common trapping for attack powers with heat having similar but less combustible effects.

• **Armor Piercing:** Fire and heat bypass cracks in armor. A damaging power gains AP 2 by increasing the base cost by +1 Power Point.
• **Aura:** Beneficial powers surround a subject with a hot or fiery aura, and as a replacement for their normal benefit on a raise, the target gains the effect of the damage field power that causes 2d4 damage.
• **Fatigue:** A heat trapping on an attack forces the victim to make a Vigor roll or suffer Fatigue.
• **Flammable:** With a hit by a fire power, roll for any potentially flammable objects to catch fire. For a heat trapping, liquids on the target (water, potions, etc.) evaporate on a 6 on a d6 with a success or a 4–6 on a raise.

Light

Light typically represents goodness, sunshine, or holiness.

• **Beam:** Light-based damaging attacks are like a focused laser, providing armor piercing capability. Reduce the damage by one die type, but add AP 4 to the effect.
• **Enhance:** This trapping applies directly to the light power. Reduce it to a Medium Burst Template and extend the duration to 1 hour (1/hour) or give it a range of Smarts x 2 affecting animate targets as well (an unwilling target gets an opposed Agility roll to avoid). Reduce light to a Small Burst Template and give it both abilities.
• **Glow:** Subjects affected with a raise glow for the duration, creating light in a Small Burst Template centered on them. This can give them light, but also make them targets. An Instant power with that effect allows a character on Hold or with the Joker to make an attack for the split second the subject is illuminated (avoiding any darkness penalties to hit them). The character must take their action immediately after the caster's turn to gain the benefit.
• **Sunlight:** Light is equivalent to natural sunlight.

Necromantic

Necromantic trappings may involve a "negative energy" opposed to life or symbols of death like bones and skulls.

• **Fear:** All Undead (depending on their prevalence) are considered to have a level of Arcane Resistance versus the power, and the living must make Fear checks when hit with it.
• **Feign Undeath:** A raise on the roll provides a –1 to be hit by Undead as they see the subject as one of their own.
• **Shards:** Ranged attacks splinter on impact, creating shrapnel that does +1 damage versus unarmored targets but –1 damage versus foes with Armor.

Sound

Sound is a common trapping for sonic or music-based spellcasters. Sound-based powers should never work in a vacuum!

• **Absorbtion:** Beneficial powers absorb the subject's sound, so Stealth is increased a die type, but they have to yell to be heard normally and speaking becomes a normal action instead of a free one.
• **Aquatic Boom:** Sound travels better in water than in air. Underwater, an attack power causes +2 damage. In air, however, it causes –2 damage.
• Deafen: A raise with the power (or a Shaken or better from damage) results in a –2 penalty to hearing-based Notice rolls for the target until the power ends or they recover from being Shaken.

Armor

Rank: Novice
Power Points: 2
Range: Touch
Duration: 3 (1/round)
Trappings: A mystical glow, hardened skin, ethereal armor, a mass of insects or worms.

Armor creates a field of magical protection around a character or an actual shell of some sort, effectively giving the target Armor. Success grants the recipient 2 points of Armor. A raise grants 4 points of Armor.

Whether the armor is visible or not depends largely on the trapping.

Banish

Rank: Veteran
Power Points: 3
Range: Smarts
Duration: Instant
Trappings: Holy items, arcane symbols, handful of salt.
Whether ghosts, elementals, or demons, banish removes them all. This power can affect any creature that is not native to the current plane of existence (GM's determination).

This spell is an opposed roll of the caster's arcane skill versus the target's Spirit. On a success, the target is Shaken. On a raise, it is sent to its proper plane of existence.

If the target is a Wild Card, each casting of banish causes a wound instead. If the target already has three wounds, it is then banished to its native plane—but it is not slain.

Barrier

Rank: Seasoned
Power Points: 1/section
Range: Smarts

Duration: 3 (1 per section, per round)
Trappings: Fire, ice, thorns, force, bones.

Barrier creates a solid, immobile wall to protect the user against attack or to entrap an opponent.

Regardless of what the barrier is made of (ice, thorns, stone, energy, etc.), it has a Toughness of 10. Every Power Point spent creates a 1" wide section of wall. The barrier ranges in thickness from a few "real world" inches for stone or other hard materials up to a foot for things like bones or ice. (If you're using a gridded mat to play, draw the barrier between the squares directly along the gridlines.) The exact placement of each section is defined by the caster, but each section must be connected to at least one other section after the first.

When the spell expires or a section is broken, it crumbles to dust or dissipates. Trappings are never left behind.

Each section of the barrier may be destroyed by an attack that equals its Toughness of 10. Physical walls are treated exactly like inanimate objects; they are considered to have a Parry of 2 (ranged attacks work as normal), but raises on the attack roll do not grant bonus damage nor do damage dice Ace. Opponents may climb the barrier at –2 to their Climbing roll if it is made of something solid. Fiery versions of the barrier cause 2d4 damage to anyone who wishes to leap through instead.

Beast Friend

Rank: Novice
Power Points: Special Range: Smarts x 100 yards
Duration: 10 minutes
Trappings: The mage concentrates and gestures with his hands.

This spell allows mages to speak with and guide the actions of nature's beasts. It works only on creatures with animal intelligence, not humanoids. Nor does it work on conjured, magical, or otherwise "unnatural" animals.

The target must be within the sorcerer's range—it is not conjured. The cost to control a creature depends on its Size. The base cost is 3, plus twice its Size for creatures with a Size greater than 0. A great white shark (Size +4) costs 3 plus 8 (2x4), or 11 points. A roc (Size +8) costs 19 Power Points to control.

Swarms may also be controlled. Small swarms cost 3, Mediums 5, and Large 8. Thus a single rat costs 3 to control, as does a small swarm of the creatures.

Blast

Rank: Seasoned
Power Points: 2–6
Range: 24/48/96
Duration: Instant
Trappings: Balls of fire, ice, light, darkness, colored bolts, swarm of insects.

Blast is an area effect power that can put down many opponents at once. The caster first picks where he wants to center the blast, then makes the appropriate skill roll. Normal ranged attack modifiers apply.

The area of effect is a Medium Burst Template. If the roll isfailed, the blast deviates as a launched projectile.

> **Additional Effects:** For double the Power Points, the blast does 3d6 damage, or the size is increased to a Large Burst Template. For triple the points, it does both.

Blind

Rank: Novice
Power Points: 2–6
Range: 12/24/48
Duration: Instant
Trappings: Bright flash of light, sand in eyes, sticky shadows. This power temporarily blinds a target or targets. Those affected must make an Agility roll at –2 to avert their gaze and avoid the effect (at –4 if the caster got a raise on the attack roll). On a failure, victims are Shaken and –2 to Parry until their next action. If the target rolls a 1 on his Agility die (regardless of the Wild Die), he's Shaken and fully blind until he recovers from being Shaken. Blinded victims suffer a –6 penalty to all Trait rolls that require vision and have their Parry reduced to 2.

> **Additional Effects:** For 2 Power Points, the power affects a single target. For 4 Power Points, the power affects everyone in a Medium Burst Template. For 6 points, it affects everyone in a Large Burst Template.

Boost/Lower Trait

Rank: Novice
Power Points: 1 per missile
Range: 12/24/48
Duration: Instant
Trappings: Fire, ice, light, darkness, colored bolts, insects. Bolt is a standard attack power of wizards, and can also be used for ray guns, bursts of energy, streaks of holy light, and other ranged attacks. The damage of the bolt is 2d6.

> **Additional Bolts:** The character may cast up to 3 bolts by spending a like amount of Power Points. The bolts may be spread among targets as the character chooses. This is rolled just like fully-automatic weapons fire but without the full- auto penalty—the character rolls a spellcasting die for each bolt and compares each to the Target Number separately. If the caster is a Wild Card, he also rolls a Wild Die, which may replace any of the casting dice.
> **Additional Damage:** The caster may instead cast a single 3d6 bolt for 2 Power Points. He may not cast multiple bolts when using this ability.

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 3 (1/round)
Trappings: Physical change, glowing aura, potions.

This power allows a character to increase any of a target's Traits by one die type for a standard success, or by two with a raise. The affected Trait can exceed d12. Each step over d12 adds +1 to his Trait total. For example, a raise on someone who already has a d12 in the affected Trait grants him d12+2 for the duration of the power.

The power can also be used to lower an opponent's Trait. This is an opposed roll against the victim's Spirit. Success lowers any Trait of the caster's choice one step, a raise lowers it two steps. A Trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

> **Additional Targets:** The power may affect an additional target for every additional Power Point spent, up to a maximum of five targets. All targets share the same effect and Trait affected.

Burrow

Rank: Novice
Power Points: 3
Range: Smarts x 2
Duration: 3 (2/round)
Trappings: Dissolving into the earth and appearing elsewhere.

Burrow allows a mage standing on raw earth to meld into it. He can remain underground if he wants in a sort of "limbo" or burrow to anywhere with a Pace equal to the power's Range. A mage with a Smarts of d8 could therefore move up to 16" (32 yards) on the first round, then maintain the spell and stay submerged for the second and move another 16".

A burrowing earth mage can attempt to surprise a foe (even one who saw him burrow) by making an opposed Stealth versus Notice roll. If the mage wins, he gains +2 to attack and damage that round, or +4 with a raise. Targets on Hold may attempt to interrupt the attack as usual.

> **Additional Targets:** The power may affect an additional target for every additional Power Point spent, up to a maximum of five targets.

Burst

Rank: Novice
Power Points: 2
Range: Cone Template
Duration: Instant
Trappings: A shower of flames, light, or other energy.

Burst produces a large fan of energy that bathes its targets in red-hot fire or other damaging energy.

When cast, place the thin end of the Cone Template at the character's front. Targets within the template may make Agility rolls versus the caster's arcane skill roll to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.

Confusion

Rank: Novice
Power Points: 1
Range: Smarts x 2
Duration: Instant
Trappings: Hypnotic lights, brief illusions, loud noises.

Instilling confusion in enemies is a powerful aid in combat, and this power provides that ability. On a success, a target must make a Smarts roll at –2 or be Shaken, and on a raise, the roll is made at –4.

> **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

Damage Field

Rank: Seasoned
Power Points: 4
Range: Touch
Duration: 3 (2/round)
Trappings: Fiery aura, spikes, electrical field.

Damage field creates an effect around a character that deals damage to anyone who contacts them in close combat. The damage affects any adjacent character who makes a successful attack roll against the subject. It has no effect on non-adjacent attackers (for example, Reach or ranged attacks).

If a character with a damage field strikes someone in unarmed combat, the target takes the field's damage plus the character's Strength die (Str+2d6). The character may also simply touch the opponent (+2 to Fighting) and do the field's damage only. A target who is grappled suffers the field's damage each round on the attacker's action; if the attacker chooses on following rounds to actively damage the target, he adds his Strength die to the damage roll as above and may get a bonus die for a raise.

With a success, the power does 2d6 damage. With a raise, damage field causes 2d8 damage.

Darksight

Rank: Novice Power Points: 1
Range: Touch
Duration: 1 hour (1/hour)
Trappings: Glowing eyes, dilated pupils, sonic sight.

Whereas light creates a source of illumination usable by others, darksight affects only a single person and can be much more clandestine.

On a success, this spell halves any darkness penalty for the subject (round down). For example, a character in Dim (–1) lighting would suffer no penalty, and one in Pitch Darkness (–4) would only suffer a –2. On a raise, the spell negates all darkness penalties up to the maximum of –6.

> **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

Deflection

Rank: Novice
Power Points: 2
Range: Touch
Duration: 3 (1/round)
Trappings: Mystical shield, gust of wind, phantom servant that intercepts the missiles.

Deflection powers work in a variety of ways. Some actually deflect incoming attacks, others blur the target's form or produce other illusionary effects. The end result is always the same however—to misdirect incoming melee and missile attacks from the user.

With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to –4. This also acts as Armor against area effect weapons.

Detect/Conceal Arcana

Rank: Novice
Power Points: 2
Range: Sight
Duration: 3 (1/round) or 1 hour (1/hour)
Trappings: Waving hands, whispered words.

Detect/conceal arcana allows a character to sense supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people or items, mad science devices, and so on.

The power can also be reversed to conceal a single supernatural item, being, or effect. This has the same cost, but the duration is much longer—1 hour with a maintenance cost of 1 per hour. When used in this way, those who wish to see through the ruse with detect arcana use their arcane skill roll as an opposed roll against the concealer's skill (rolled anew each time detect arcana is cast). The detecting character may only attempt to see through concealed powers once per fresh casting.

Disguise

Rank: Seasoned
Power Points: 3–5
Range: Touch
Duration: 10 minutes (1/10 minutes)
Trappings: Malleable features, illusionary appearance, hair of new form.

Disguise allows the character to assume the appearance (but none of the abilities) of another person. The base cost is 3 Power Points, plus 1 point per level of Size difference between the character and the person she is impersonating. The character cannot emulate someone more than 2 Size levels different from themselves. It requires a Notice roll at –2 to see through disguise if someone is familiar with the specific person mimicked; the penalty increases to –4 with a raise. If unfamiliar, the penalties are –4 and –6 respectively.

Dispel

Rank: Seasoned
Power Points: 3
Range: Smarts
Duration: Instant
Trappings: Waving hands, whispered words.

Dispel allows a hero to negate enemy spells, miracles, mad science, or super powers. It has no effect on innate powers, such as a dragon's breath or a banshee's scream. Neither does dispel work on magic items or permanent enchantments unless the specific item or enchantment says otherwise.

Dispel can be used on a power already in effect or to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual.

In either case, dispelling the opponent's power is an opposed roll of arcane skills. The dispelling character suffers a –2 modifier if the target power is of another type (magic vs. miracles, superpowers vs. mad science, etc).

Divination

Rank: Heroic Power Points: 5
Range: Self
Duration: 1 minute
Trappings: Contact spirits of dead, commune with deity, demonic interrogation.

This power allows the caster to contact an otherworldly being to gain information. Due to the extraplanar nature of this power, it is very draining to the caster.

On a success, the caster may ask one question that can be answered by "Yes," "No," or "Possibly" (if there is no absolute answer). On a raise, the question may be answered in five words or less (the GM may allow a longer, more detailed answer in cryptic form).

The spell's duration is one minute, during which the caster may take no other actions or movement. If the caster is Shaken during that time, he must make a Smarts roll or the power is disrupted.

If the question relates to a living being (including beings who may "live" by mystical means such as undead, constructs, elementals, etc.), then the arcane skill roll is opposed by their Spirit. Divination is also opposed by conceal arcana. In the case of conceal arcana on a being, the divination must first beat the conceal arcana, and then if successful, the subject may roll Spirit against the divination result.

Drain Power Points

Rank: Heroic
Power Points: 3
Range: Smarts
Duration: Instant
Trappings: Prayer, whispered words, gestures.

This spell removes a spellcaster's source of power, limiting his ability to cast magic.

The caster picks a single target within range and makes an opposed arcane skill roll. The caster suffers a –2 modifier if the target power is of another type (magic vs. miracles, superpowers vs. mad science, for example).

With a success, he drains 1d6+1 Power Points from the victim. On a raise, the victim loses 1d8+2 Power Points. These rolls don't Ace. Targets with Arcane Back-

ground: Weird Science lose the Power Points from all "gizmos" on their person equally.

The victim cannot be reduced below zero Power Points. Drained Power Points are not taken by the caster—they are simply lost to the victim. Drained Power Points recharge as normal. The spell works only on creatures with an Arcane Background—it has no effect on magic items except those created through Arcane Background: Weird Science as noted above.

Elemental Manipulation

Rank: Novice
Power Points: 1
Range: Smarts x 2
Duration: 3 (1/round)
Trappings: A few simple gestures.

A character who chooses this power can perform basic "tricks" using the four elements: air, earth, fire, and water. The GM is the final arbiter on what effects can be performed (nothing that mimics another power), but some examples are listed below.

> **Air:** The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to a single Fatigue roll caused by heat).

> **Earth:** A wave of the hand can open a one-foot square hole in soft earth (or half that in stone), or cause a spray of sand that might blind an opponent (+1 to a Trick roll).

> **Fire:** The caster can snap his fingers to create a small flame (about the size of a hot match). With existing fire, he can urge it to spread (+1 to see if a fire spreads), cause it to flare (perhaps as part of a Trick maneuver), or slowly light an object over the course of a few rounds (as if holding a match to it).

> **Water:** The caster can conjure up to a pint of water somewhere within his sight (not "inside" objects or people). A wave of his hand also purifies one gallon of water, whether it be poisoned or simply salt-water. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects.

Entangle

Rank: Novice
Power Points: 2–4
Range: Smarts
Duration: Special
Trappings: Glue bomb, vines, handcuffs, spider webs.

This power allows the character to restrain a target with snaking vines, lengths of hair, spider webs, or some other vine-like trapping.

The arcane skill roll is opposed by the target's Agility. Success indicates partial restraint so that the target suffers a –2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength.

Each following round, an entangled target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at –2.

For 2 Power Points entangle targets a single opponent. For 4 points it affects everyone in a Medium Burst Template.

Environmental Protection

Rank: Novice
Power Points: 2
Range: Touch
Duration: 1 hour (1/hour)
Trappings: A mark on the forehead, potions, gills. Adventurers sometimes travel beneath the waves, in space, or other hazardous environments. This power protects them from the crushing depths or blazing sun as they do.

This power allows the target to breathe, speak, and move at his normal Pace while in one normally harmful environment, such as underwater, a zero-G vacuum, the lava of a volcano, or even the heat of the sun. Pressure, atmosphere, air, etc, are all provided for.

The power does not protect against attacks with similar trappings though. A fire attack still causes normal damage, for example. With a raise on the casting roll, maintaining the power becomes 1 Power Point per two hours.

> **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

Farsight

Rank: Seasoned
Power Points: 3
Range: Touch
Duration: 3 (1/round)
Trappings: Invisibly marked targets, guiding winds, eagle eyes.

This spell endows the recipient to see over great distances. With a success, ranged penalties are halved for the subject (–1 at Medium and –2 at Long). If a raise is achieved, all range increments for the subject are doubled in addition (12/24/48 becomes 24/48/96).

Fear

Rank: Novice
Power Points: 2
Range: Smarts x 2
Duration: Instant
Trappings: Gestures, eldritch energy, cold chills.

This power causes the target overwhelming dread and horror. The area of effect is the Large Burst Template. Every creature beneath the template must make a Fear

check, at –2 if the caster got a raise. Wild Cards who fail roll on the Fear Table. Extras are Panicked instead.

Fly

Rank: Veteran
Power Points: 3/6
Range: Touch
Duration: 3 (1/round)
Trappings: Gusty winds, wings, broomsticks.

Fly allows a character to fly at his basic Pace with a Climb of 0. He may double his Pace by spending twice the number of Power Points.

> **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

Greater Healing

Rank: Veteran
Power Points: 10/20
Range: Touch
Duration: Instant
Trappings: Laying on hands, touching the victim with a holy symbol, praying, giving a drink of water.

Greater healing restores wounds more than one hour old. This use of the power requires 10 Power Points and otherwise works exactly like the healing power. It can also be used to neutralize any poison, disease, or sickness.

Greater healing can also heal Permanent Crippling Injuries. This requires an arcane skill roll at –4, 1d6 hours of time, and 20 Power Points. Only one casting is permitted per injury—if it fails, the injury really is permanent.

Growth/Shrink

Rank: Seasoned
Power Points: 2+
Range: Smarts
Duration: 3 (2/round)
Trappings: Gestures, words of power, potions.

Growth doubles the overall size of the target. The subject gains +1 Size for each 2 Power Points invested when the spell is cast. Each step of Size grants the target a one-step increase to Strength and a point of Toughness. This spell may be cast multiple times on the same target, though the caster must track each casting separately.

Shrink reduces the Size of the subject by one step for each 2 Power Points, down to a minimum of Size –2 (approximately the size of a rat). Each level of Size reduction reduces the target's Strength by one die type (minimum of d4) and his Toughness by 1 (minimum of 2).

Subjects from Size +4 to +7 have the Large ability and fill a 2" square on the table-top. From Size +8 to +10, they are Huge and occupy an area 3" square. If the target is +11 or more, he is considered Gargantuan and occupies a 4" square area. Creatures of Size –2 have the Small ability.

For unwilling targets, the caster's arcane skill roll is opposed by their Spirit.

Havoc

Rank: Seasoned
Power Points: 2–4
Range: Smarts x 2
Duration: Instant
Trappings: Whirlwind, chaotic poltergeists, repulsion field.

While unpredictable, this spell allows a wizard to change the field of battle in an instant as targets are thrown in every direction.

With a success, the caster places a Medium Burst Template anywhere within range. Any character touched by the template must make a Strength roll (at –2 if the caster gets a raise). Any target that fails is knocked 2d6" in a random direction (roll a d12 and read the result as a clock facing) and becomes prone. If the target strikes an inanimate object, he is Shaken as well. Targets with cover may subtract the cover modifier from the total distance moved (to a minimum of 0), and flying targets suffer an additional –2 to their Strength roll. Additionally, roll a d6 to see if the flyer is moved toward the ground (1–2), stays level (3–4), or is moved away from the ground (5–6).

> **Additional Effects:** For double the Power Points, havoc affects a Large Burst Template.

Healing

Rank: Novice
Power Points: 3
Range: Touch
Duration: Instant
Trappings: Laying on hands, touching the victim with a holy symbol, prayer.

Healing repairs recent bodily damage. It must be used within the "Golden Hour," though, for it has no effect on wounds more than one hour old.

For Wild Cards, each use of the healing spell removes a wound with a success, two with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

For Extras, the GM must first determine if the ally is dead. If so, no healing may be attempted. If not, a successful arcane skill roll returns the ally to the game Shaken.

Healing can also cure poison and disease if used within 10 minutes of the event.

Intangibility

Rank: Heroic
Power Points: 5
Range: Touch
Duration: 3 (2/round)
Trappings: Ghost form, body of shadow, gaseous transformation.

With a successful arcane skill roll, the user becomes incorporeal. He is unable to affect the physical world, and it in turn cannot affect him. He can travel through walls,

and non-magical weapons pass straight through him. Any items carried at the time of casting are also incorporeal.

While incorporeal, the mage may affect other incorporeal beings (including himself), and he is still susceptible to magic attacks, including physical powers, such as bolt, and magic items.

The character may not become corporeal while within someone or something. If that occurs, the caster is instantly shunted to the nearest open space, and he is Shaken.

Invisibility

Rank: Seasoned
Power Points: 5
Range: Self
Duration: 3 (1/round)
Trappings: Powder, potion, iridescent lights.

Being invisible is a powerful aid in combat and useful for spying on maidens' changing rooms as well.

With a success, the character is transparent, but a vague outline is visible. A character may detect the invisible presence if he has a reason to look and makes a Notice roll at –4. Once detected, he may attack the foe at –4 as well. With a raise, the character is completely invisible. The penalty to Notice or hit him is –6.

In either case, the power affects the character and his personal items. Anything picked up after the power was cast remains visible.

> **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

Light/Obscure

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 30 minutes (1/10 minutes) or 3 (1/round)
Trappings: Illusionary torch, sunlight, darkness, thick fogs.

The ability to affect visibility (create or remove obscurement) is a pretty simple but very effective power.

Light/obscure can be cast on an inanimate object, but if the item is in an opponent's possession, the arcane skill roll is opposed by Agility.

Light negates any darkness/obscurement penalty up to -6 in an area equal to a Large Burst Template for 30 minutes (1/10 minutes). The reverse of the power, obscure, creates a -6 obscurement penalty of the same size lasting for 3 (1/round).

Mind Reading

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 1
Trappings: Psionic invasion, soulsight.

Mind reading allows a character to read another's thoughts. This is an opposed roll versus the target's Smarts. A success allows the character to gain one truthful answer from the subject. The target is aware of the mental intrusion unless the mind reader gets a raise. The GM may apply modifiers based on the subject's mental Hindrances or current state of mind.

Pummel

Rank: Seasoned
Power Points: 2
Range: Cone Template
Duration: Instant
Trappings: Rippling earth, buffeting winds, rushing waters.

Pummel allows a character to knock down multiple foes. The caster makes an arcane skill roll and then places a Cone Template in front of him. Any friend or foe touched by the template must make a Strength roll (at -2 if the caster gets a raise). Any target that fails is knocked back 2d6" and becomes prone. If the target strikes an inanimate object, he is Shaken as well. Targets with cover may subtract the cover modifier from the total distance moved (to a minimum of 0), and flying targets suffer an additional -2 to their Strength roll.

Puppet

Rank: Veteran
Power Points: 3
Range: Smarts
Duration: 3 (1/round)
Trappings: Glowing eyes, trance-like state, a swinging pocket watch, voodoo dolls.

Sometimes it pays to persuade others to do your fighting for you. Some do this by blatant mind control, others do it by manufacturing visual and auditory illusions. Puppet is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the spell.

Quickness

Rank: Seasoned
Power Points: 4
Range: Touch
Duration: 3 (2/round)
Trappings: Blurred motion, hyperactivity.

This power grants incredible swiftness to the recipient. With success the target has two separate turns per round on his action card instead of the usual one. Each turn is handled independently with its own actions, but the character must resolve one turn entirely before beginning the second. With a raise, the recipient can redraw any initiative cards lower than Eight each round.

Shape Change

Rank: Special
Power Points: Special
Range: Self

Duration: 1 minute (1/minute)
Trappings: "Morphing," talismans, tattoos.

Many cultures have legends of shamans or wizards who take on the shape of animals. This power does just that. This version of the power only allows a user to transform into mundane animals, but more bizarre transmutations may be found.

A character may learn this spell while of Novice Rank but cannot transform into the more powerful creatures until he attains the appropriate Rank. The cost in Power Points depends on the type of creature the character wishes to change into. Use the Shape Change table as a guideline for unlisted creatures.

Weapons and other personal effects are assumed into the animal's form and reappear when the power ends, but other objects are dropped.

While transformed, the character retains his own Smarts, Spirit, and linked skills (though he may not be able to use them since he cannot speak). He gains the animal's Agility, Strength, and linked skills and cannot use most devices. He has no capacity for speech and cannot use powers, though he may continue to maintain powers previously activated. Vigor is the higher of the caster's or the creature's.

The GM has final say on what an animal can and cannot do. A shaman in dog-form might be able to pull the trigger on a shotgun, for instance, but would use a default skill roll of d4-2 as the animal has no Shooting score of its own. The shaman's Persuasion functions normally, but might suffer a -4 or worse penalty without speech, depending on what he tries to accomplish.

Shape Change

Cost	*Rank*	*Animal Types*
3	*Novice*	*Hawk, rabbit, cat*
4	*Seasoned*	*Dog, wolf, deer*
5	*Veteran*	*Lion, tiger*
6	*Heroic*	*Bear, shark*
7	*Legendary*	*Great white shark*

Slow

Rank: Seasoned
Power Points: 1
Range: Smarts x 2
Duration: 3 (2/round)
Trappings: Tying a knot in a piece of string, slowing time, distracting invisible ghost monkey.

Skilled fighters and monsters with fast reflexes can strike before lesser beings have time to blink. Slowing their reflexes reduces their advantage.

The caster makes an arcane skill roll opposed by the target's Spirit. With a success, movement becomes an action, giving the target a multi-action penalty if he wants to move and act in the same round. With a raise, the target must redraw initiative cards above 10, except Jokers.

A victim who usually draws multiple initiative cards discards only those with a value higher than the spell allows.

> **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

Slumber

Rank: Seasoned
Power Points: 2
Range: Smarts x 2
Duration: 1 minute (1/minute)
Trappings: A lullaby, blowing powder or sand at targets.

Blasting a hoard of enemies into tiny pieces may be popular with some mages, but those who favor stealth or have a pacifistic bent are drawn to this spell.

The caster picks where he wants to center the spell and places a Medium Burst Template. He then makes an arcane skill roll. Any living creature (not undead or constructs) within the area must make a Spirit roll, at -2 if the caster scored a raise. Those who fail fall asleep.

Loud noises awaken the sleepers as if they were a normal sleeper (Notice roll). When the duration expires, the sleepers naturally wake up.

Smite

Rank: Novice
Power Points: 2
Range: Touch
Duration: 3 (1/round)
Trappings: A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM may have to determine the exact quantity for unusual weapons). While the spell is in effect, the weapon's damage is increased by +2 or +4 with a raise.

> **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

Speak Language

Rank: Novice
Power Points: 1
Range: Touch
Duration: 10 minutes (1/10 minutes)
Trappings: Words, pictures, hand motions.

This power allows a character to speak, read, and write a language other than his own. The language must be of an advanced form-not animalistic. A raise on the arcane skill roll allows the user to project a particular dialect as well.

Speed

Rank: Novice
Power Points: 1
Range: Touch

Duration: 3 (1/round)
Trappings: Blurred motion, "floating," acrobatics.

Warriors who need to close with their foes quickly often use this power, as do those who sometimes need to outrun things Man Was Not Meant to Know. Speed allows the target of the power to move faster than usual. With a success, the recipient's basic Pace is doubled. With a raise, running becomes a free action, so he may ignore the usual -2 running penalty.

Stun

Rank: Novice
Power Points: 2
Range: 12/24/48
Duration: Special
Trappings: Bolts of energy, stun bombs, sonic booms, burst of blinding light.

Stun shocks those within a Medium Burst Template with concussive force, sound, light, magical energy, or the like.

If the arcane character scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2.

Succor

Rank: Novice
Power Points: 1
Range: Touch
Duration: Instant
Trappings: Prayer, laying on hands, curative tonic.

Succor removes one Fatigue level, two with a raise. It can also remove a character's Shaken status.

Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however.

Summon Ally

Rank: Novice
Power Points: 3+
Range: Smarts
Duration: 3 (1/round)
Trappings: Call elemental, ghostly dog, dimensional double.

This power allows the character to summon a loyal and obedient servant. On a success, the ally is placed at any point within the range of the power. On a raise, the ally is more durable and gains the Hardy ability. A summoned ally acts on the initiative card of the caster and gets an immediate action as soon as it is summoned.

All Allies are Extras, even Mirror Selves (see below).

A character may learn this spell while of Novice Rank, but he cannot summon more powerful allies until he attains the appropriate Rank. The cost in Power Points depends on the type of ally the character wishes to summon. Use the Summon Ally table as a guideline for unlisted creatures.

A caster of sufficient Rank to summon more powerful allies may instead choose to summon additional lower Rank allies instead at the same cost. For each decrease in Rank, he gains one additional ally. For example, a Veteran caster could spend 5 Power Points to summon one Veteran-Rank-allowed ally, two Seasoned-Rank-allowed allies, or three Novice-Rank-allowed allies. Allies summoned by a single casting must all be of the same type.

See the Bestiary for statistics of some of the creatures listed below.

Summon Ally

Cost	*Rank*	*Ally Types*
3	*Novice*	*Bodyguard, experienced soldier*
4	*Seasoned*	*Dire wolf, ogre*
5	*Veteran*	*Elemental (any kind)*
6	*Heroic*	*Sentinel*
7	*Legendary*	*Mirror self*

Bodyguard
A bodyguard is a humanoid soldier made of stone (or equally tough material).
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6
Pace: 6; Parry: 5; Toughness: 10 (4)
Gear: Viking sword (Str+d8)
Special Abilities:
• **Armor +4:** Stone skin.
• **Construct:** +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.
• **Fearless:** Bodyguards are immune to fear and intimidation.

Sentinel
A sentinel is a larger and more powerful version of a bodyguard.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10
Skills: Fighting d10, Intimidation d10, Notice d8
Pace: 8; Parry: 6; Toughness: 14 (4) Gear: Great sword (Str+d10; Parry -1) Special Abilities:
• **Arcane Bond:** Sentinels count as having Arcane Resistance for anyone other than their summoner.
• **Armor +4:** Stone skin.
• **Construct:** +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.
• **Fearless:** Sentinels are immune to fear and Intimidation.
• **Improved Sweep:** Sentinels may attack everyone adjacent to them as a single action.
• **Size +3:** Sentinels are 8-9 feet tall and very dense.

Mirror Self
This is an ally that appears identical to the caster but with the following differences. The ally is an Extra as normal for the power. The duplicate has half the total Power Points of the caster, and all of the duplicate's Traits are one die type less than the caster's Traits (to a minimum of d4). The duplicate has identical mundane equipment, but none of it has any magical qualities.

Telekinesis

Rank: Seasoned
Power Points: 5
Range: Smarts
Duration: 3 (1/round)
Trappings: A wave of the hand, magic wand, steely gaze.

Telekinesis is the ability to move a single object or creature (including one's self) with arcane will. The weight a caster can lift is equal to 10 pounds times his Spirit die type, 50 pounds times his Spirit with a raise.

> **Lifting Creatures:** Living targets may resist with an opposed Spirit roll. If the roll is greater than the caster's skill total, the victim is unaffected. If the creature loses, however, it is lifted as usual and does not get another attempt to break free.

Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. When this happens, the victim may make an opposed Strength roll versus the caster's arcane skill. If the victim is successful, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round.

> **Telekinetic Weapons:** A caster can use telekinesis to wield a weapon. When this occurs, the weapon's Fighting is equal to his arcane skill, and its damage is based on the caster's Spirit instead of his Strength. A sword that does Strength+d6 damage, for example, does Spirit+d6 when wielded by telekinesis. The weapon otherwise functions normally, including granting bonus damage when it strikes with a raise.

> **Dropping Things:** Particularly ruthless characters often use telekinesis to drop their foes or bash them into walls and the like. A creature affected by this power can be moved up to the caster's Smarts in inches per turn in any direction. Dropped creatures suffer falling damage as usual.

Victims who are bashed into walls or other solid objects suffer the caster's Spirit+d6 as damage. If a caster with a d12 Spirit smashes an orc into a wall, for example, the orc suffers d12+d6 damage.

Teleport

Rank: Seasoned
Power Points: 3+
Range: Special
Duration: Instant
Trappings: A cloud of smoke, "phasing" out, change into a bolt of lightning.

Teleport allows a character to disappear and instantly reappear up to 10" distant for each 3 Power Points spent, or

15" with a raise. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the hero wishes to teleport somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen, the roll is at a -4 penalty.

Failure of either roll means the teleporter hit an object of some sort. He returns where he came from and is Shaken. A roll of 1 on the casting die (regardless of the Wild Die) indicates a more serious disaster-in addition to being Shaken he also suffers 2d6 damage.

The teleporter can never enter a solid space even if he tries. The power instantly returns him to his starting location as above.

> **Carrying Others:** The hero can carry other beings with him at the cost of a level of Fatigue per additional "rider." More than two may be carried at once, but causes instant Incapacitation. One Fatigue level is regained for each full hour of rest.

Wall Walker

Rank: Novice
Power Points: 2
Range: Touch
Duration: 3 (1/round)
Trappings: A crushed spider, bit of web, piece of tentacle.

Spellcasters are frequently targeted in combat because of their arcane prowess and high-utility spells such as this are great for getting the caster safely out of harm's way. Of course, it has countless other uses too.

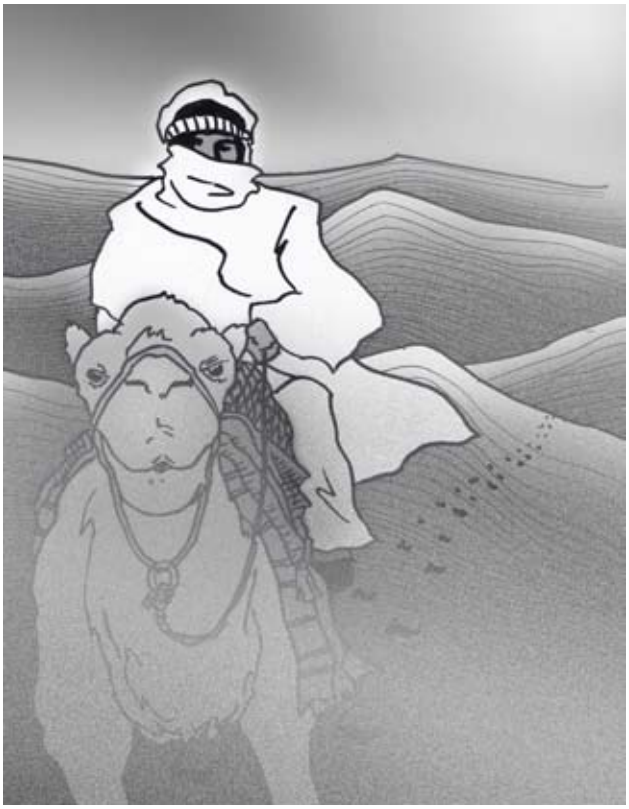
Wall walker allows the recipient to function much like a human spider. He can stick to any surface, allowing him to climb walls and even hang from the ceiling. With a success, the character can move along such surfaces at half his normal Pace. With a raise, he may move at full Pace and even run.

> **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

Chapter Twelve: Kingdoms & Empires

Below are the realms that make up the world of The Legends of Sinbad. While the stage is set within the real European history of 801 C.E., Game Masters should not feel bound by what really transpired during these dark ages. If you want Charlemagne to be slain fighting a terrible dragon or worse, be transformed into a vampire by some Bavarian lord, by all means, do it! It's highly unlikely any of your players will be historical scholars to debate the finer points of history with you. In fact, you're far more likely to have LESS freedom running certain popular, long-lasting fantasy campaigns than this time period.

Some of the kingdoms below have more information than others. Expect more to be fully fleshed out in future products.



Abassid Caliphate

"The ink of a scholar is more holy than the blood of a martyr."
-The Prophet Mohammad

Capital: Baghdad (1,000,000)

Notable Settlements: Alexandria (600,000), Basra (200,000), Charak (48,000), Cyrene (30,000), Daibul (100,000), Jerash (0), Marabia (50,000)
Ruler: Caliph Harun al-Rashid
Government: Caliphate
Languages: Arabic, Aramaic, Armenian, Greek, Hebrew, Kurdish, Middle Persian
Religion: Islam, Christianity, Judaism, Zoroastrianism (fringe)
Themes and Images: Camels, sultans, scimitars, dust storms, sheiks, harems, slave markets, crowded bazaars, silk veils, mosques, genies, flying carpets
Common Names: Salim, Abdul, Rachid, Omar, Achmed, Aladdin, Hakim, Haroun, Cassim, Kareem, Fatimah, Saeed, Jabar, Ahmal, Cyra, Janna, Laila, Sinbad, Maram, Jasmin
Common Trade Goods: Silk, spices, rugs, satin, hemp, fine fabrics, musk, perfumes, spices, medicines, dates, jewels, glassware, grain, oils, wool, slaves
Beasts of Peril: crocodiles, elementals, genies, ghosts, ghuls, giant worms, gorgons, liches, rocs, zombies

Founded in 750 C.E., the lands of the Arabian Nights have grown over the past five decades to become the largest and most advanced empire in the known world, uniting over 20,000,000 people under one banner. Ruled from Baghdad, the City of Paradise, the realm of the Caliphate stretches across the windswept shores of North Africa, past the lands of the ancient pharaohs, beyond the Fertile Crescent of Mesopotamia, and all the way to the edges of the Far East, nearing the land of the Hindus and their many strange gods.

Although the Abbasid Caliphate owes its success to its impressive military prowess, it is not an empire whose values are based on strength and might, but rather knowledge, trade, and wisdom. Having control over many access points to the Mediterranean Sea and the Persian Gulf, and also acting as a doorway between the East and the West along the coveted Silk Road, the Caliphate is the destination for travelers from all realms. Not only do these travelers bring a wide and varied selection of goods, but also vast amounts of knowledge, both esoteric and the mundane. Consequently, the libraries of the Arabian empire are highly sought out by sages, scholars, and magicians from across the world, even from as far away as the mystical Orient.

Though it is forbidden in Islam, the official religion of the caliphate, magic is widely practiced throughout the empire's many realms, and magicians are often spied stalking the countless ancient, buried ruins of the Persians, the Babylonians, the Akkadians, the Egyptians, and the numerous other lost nations that came before in search of forgotten or forbidden knowledge. Such men are perceived as being treacherous and dangerous by most, but their silver is good and they often hire bands of adventurers to act as both guides and bodyguards on their mysterious quests.

The crumbling bones of countless ancient civilizations offer ideal hiding places for all manner of terrific monsters and powerful beasts, and only the foolish dare enter these haunted places without being first prepared to face such foes. But the promise of treasures and glory draw an untold number of doomed adventurers to the remote places of the empire, and only a handful survive such daring quests, just enough to continue to spread the legends of these dangers and the wonders they hide. The merciless heat of the immense deserts claim more lives than the ferocious monsters that hide in the dark places of the realm, however. Temperatures during the daytime rise so high as to cook an egg on the flat of a rock left in the sun, while the nighttime temperatures can drop to below freezing. More than one invading force has met its unfortunate fate due to the elements long before ever reaching the Caliph's large armies.

As the center of trade and commerce in the civilized world, the Abbasid Caliphate is home to people of all national backgrounds. Men are not discriminated against based on their nationality within the Caliphate, and any non-slave is accorded all the rights and privileges granted to him by his wealth and status. Though Islam is the official religion of the empire, its adherents do not persecute non-Muslims with the same fanatical fervor as their Christian counterparts in the Carolingian and Roman empires persecute non-Christians. Indeed, within the Caliphate Muslim shopkeepers sell their wares next to their Jewish and Christian neighbors with little to no conflict.

Daily life

The people who call the Abbasid Caliphate home are as numerous as the stars that litter the night skies. The dozens of cultures and ethnic groups under her dominion have been under the rule of one foreign power or another for over 1,000 years, from the Persians, to the Macedonian Empire of Alexander the Great, to the Romans, and finally now to the Caliphate of the Arabs. But throughout it all, the day to day life of the common man has gone on largely unchanged and unbothered, their plight and mundane existences as eternal as the sands beneath their feet.

Eighty percent of the empire's 20,000,000-person population lives in the countryside cultivating the land. Though this vast rural population is comprised mainly of peasants, unlike their counterparts in the Carolingian Empire, they are not serfs and thus not bound to the land they work. Despite this freedom, however, most are born, grow up, marry, and grow old without ever traveling very far from the place of their birth.

Surrounded by at least a wooden palisade that protects them from wild beasts, stray monsters, and human intruders, these countless, simple villages are sustained by their crops and herds, any excess after taxes and personal use being sold or traded at local markets in nearby towns. Wheat is the most common crop, as it is used to make the bread the common people eat, while barley is a close second and is used for animal feed. Wool is the most important textile fiber in the empire, and as the textile industry is responsible for its most lucrative exports, sheep herders enjoy a certain higher status and perceived worth than farmers and herders of other types.

The remainder of the empire's population is divided into two classes of people: the nomadic desert-dwelling tribesmen called the bedu, or Bedouin, and those who live in cities, called the hadar.

The Bedouin are divided into traditional tribes, each ruled by a sheik. While they acknowledge the authority of the Caliph of Baghdad, they do so only nominally. The tribes retain their own laws, customs, and traditions, and while they do not infringe in the Caliphate's business and affairs, neither do they pay taxes or tithes to the urban mosques. The tribes travel across the vast tracts of desert, erecting their tent cities and surviving by herding and trading with villages, hadar, and each other.

The many cities and towns of the Caliphate are the centers of trade, commerce, religion, and industry, as well as the seat for all authority and law. Towns and cities are protected by tall stone walls, ranging in height from 10 to 30 feet and in width from one to 10 feet. The larger walls enjoy the additional protection of manned towers and guards. Visitors are herded through gates, their wares inspected and taxed. These gates are typically closed at night, with visitors turned away until sunrise.

Each major city has a main market or street specifically set aside for trade. This market, known as a bazaar, is the center of all activity in the settlement, and is typically overcrowded and filled with goods and wares of all kinds. The riot of noise and color often conceals stealthy pick pockets, and visitors are assaulted with a barrage of screaming merchants hawking their wares.

The people of the cities are as varied as the people within the empire, and visitors can find shopkeepers, porters, drovers, bath boys, peddlers, handymen, carpenters, seasonal laborers, traders, merchants, doctors, landlords, government officials, jewelers, goldsmiths, moneylenders, bankers, restaurant owners, butchers, tentmakers, fullers, dyers, teachers, soldiers, sailors, astrologers, alchemists, fortune tellers, poets, foreigners, idlers, adventurers, beggars, thieves, and prostitutes, just to name a few.

The goods for sale are equally as varied, and among other things, interested buyers can find cups and dishes; enamel works; musical instruments; statues; saddles and harnesses; belts; chests; satchels; tunics; silk sashes; gold-embroidered silk robes and silk robes edged with sable, mink, or other furs; shirts; trousers; turbans; shoes; carpets and rugs; precious stones; spices; rare fruits; exotic animals; hemp; fine fabrics; musk; perfumes; spices; medicines; glassware; grain; oils; wool; and the most numerous commodity of all, slaves.

Though slavery is commonplace in the Caliphate, in Islam, it is considered a pious act to set a slave free, and this is often done in fulfillment of a vow or oath. Many slaves are taken from overseas, brought to the Caliphate by prosperous slave raiders who acquire them from raids in Europe.

Though the commodities of the empire are many, the Caliphate depends on traveling merchants and imports for many of its needs-from the Carolingian Empire, they import metals, timber for shipbuilding, swords (the swordsmithing of the West is highly respected), and furs (backward and poor, the West has little else to offer the Abbasid Empire). Rice is imported from India, and the savage Norsemen send slaves, furs, weapons, honey, beeswax, and horses.

Horses are particularly important to the Arabs, who greatly value the mounts not only for warfare and a status symbol, but also for racing. Grand races are held all across the empire, testing not only the speed of its participants, but also their courage, endurance, and honor.

In addition to the bazaars, agricultural markets spring up outside the gates after harvest, set up by villagers from the surrounding countryside. These exterior markets turn into virtual cities themselves when the Bedouin come to trade, erecting their temporary tents up outside the walls for days or even weeks at a time.

Homes throughout the empire vary by region. In Mesopotamia, people live in huts of reeds or palm branches. In parts of Khorasan and Syria, houses are typically built from stone, while in forested areas, such as the southern shores of the Caspian, people live in houses built from timber. Some houses have an upper story, with the ground floor being reserved for stables and storerooms. In others, people and their animals are jumbled together on a beaten earth floor. In cities, most shopkeepers tend to live above their shops, as renting a separate apartment or home for living space is far beyond most merchants' means.

Ruler

The son of a Yemenite slave girl, Harun al-Rashid is the most powerful ruler in the known world. Taking the throne in 786 C.E., the Caliph has transformed the empire into a center of knowledge, culture, and trade, ushering in an Islamic Golden Age. In Baghdad, his capital, he constructed a library known as Bayt al-Hikmathe-the House of Wisdom. This library is the dwelling of a fellowship of scholars, scientists, and intellectuals who gather, translate, and study knowledge from around the world. Harun has a particular interest in knowledge from Greece, and he has a group of sages working around the clock seven days a week on translating the works of Plato, Socrates, Aristotle, and the other great minds of the ancient age. The House of Wisdom is the destination of many travelers, particularly those who are researching lost treasures or forgotten cities.

Harun has over 30 palaces in Baghdad, and over 100 scattered throughout his empire. The largest of his palaces is known as the Palace of Marvels and lies at the very center of the city. A sprawling garden known as the Garden of Delights surrounds the palace. The warm night air around the garden is sweetened by a variety of flowers, and guests can stroll along smooth paths of colorful crushed pebbles, past artistically trimmed hedges and sparkling fountains, and among well-tended orchards.

The Palace of Marvels itself is but an immense chamber lit by 80 windows. Lamps and a great chandelier are lit at nightfall, while the Caliph sits on his great divan, covered in silk, velvet, and cloth of gold. His great hall stretches to a vaulted dome ceiling and is held up by 80 pillars of transparent alabaster whose bases and chapters are sculpted into the likeness of golden birds. Vases of jasper, agate, and crystal hold exotic flowers, and the end of the hall opens straight into the garden beyond. His court has a retinue of singers and musicians who entertain his guests, which include merchant princes, emirs, viziers,

foreign dignitaries, as well as the occasional adventuring group.

Harun's harem includes over 200 women who live in their own private apartments throughout his many palaces. Harun entrusts the protection of his harem to a small army of eunuchs who watch over them day and night, tending to their needs and his many children's educations.

Before becoming Caliph, Harun spent most of his young adult life leading military campaigns against his empire's traditional enemies-the Romans. Still today the Eastern Roman Empire remains his enemy, and he has just lately begun cultivating a relationship with Emperor of Charlemagne of the Carolingian Empire in hopes of preventing him from coming to their aid. Recently he dispatched a caravan to Charlemagne's court, the wagons weighed down with perfumes, ivory chessboards, silks, brass candelabras, balsam, a colossal tent with many-colored curtains, a water clock that displays mechanical knights that animate on the hour, and even a trained elephant named Abul-Abbas. Harun has also created an alliance with the faraway land of China, exchanging goods and knowledge, and at times sending Arab mercenaries to help fight in their wars.

[Wild Card]Harun al-Rashid

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d10, Healing d4, Intimidation d6, Investigation d6, Knowledge (History) d6, Notice d6, Persuasion d6, Riding d6, Shooting d6, Survival d6, Swimming d4, Tracking d4
Charisma: +2; Pace: 6; Parry: 7; Toughness: 6
Hindrances: Code of Honor, Loyal, Stubborn
Edges: Brave, Filthy Rich, First Strike, Luck, Noble (Abbasid Dynasty)
Gear: Damascus steel scimitar, jewels, silk and satin clothes

Government and Law

The Caliphate is a system of government that places all dominion under the rule of an elected monarch known as a Caliph. This monarch is expected to rule under the principles of Sharia law-the religious law of Islam-which dictates the regulations covering everything from economics and crime to diet and hygiene. As a representative and symbol of Islamic law, the Caliph is also viewed as a semi-religious figure, somewhat similar to the Pope in Rome, though he is not viewed as divine in any way. This power and authority is ratified by the Constitution of Medina, a legal document written by the Prophet Muhammad nearly two centuries ago that protects the rights of all Muslim and non-Muslim citizens within the Caliphate.

Though the Caliphate is traditionally an elected monarchy, since the Abbasid clan took power the position of Caliph has become hereditary. To mark this political shift, the Abbasids moved the capital from Damascus to Baghdad in 762 C.E. and delegated greater authority to local provincial governors known as emirs. They also created a new position called vizier, an office of ministers that facilitates administration and acts as political advisers serving under the emirs as well as the Caliph.

While the Caliph's authority is seated in Baghdad, the governing of the empire is far from centralized. The empire is divided into hundreds of districts and provinces, each with its own local government, with the most powerful figure of that government being an emir. The emirs inherit their offices, with little to no input from the Caliph. While in theory the Caliph has the authority to raise a common man to the position of an emir, he does not have the same authority to strip an emir of his title-at least, not if the emir has any significant level of power, wealth, or support of his own. Many of the emirs come from aristocratic families who have ruled for centuries, some even from ancestors who were kings or emperors themselves who had submitted to the rule of the Caliphate. The Caliph's authority then is predicated only on the belief of his authority, and the history of the Caliphate has been marked by more than one rebellion led by an overreaching emir.

The most important role of the government (and the aspect that is most strictly controlled by the Caliph) is the collection of taxes. Muslims must pay taxes at the same time they tithe to the mosques. The main form of tax is the land tax imposed on farmers, called kharadj. It includes a quarter to half of a harvest or its monetary equivalent-payable in either gold dinars or silver dirhams. These taxes are collected either by a civil servant or by a tax farmer. For the latter, authorities charge a fixed sum of an amount somewhat below the predicted tax yield. Anything greater that the tax farmer is able to squeeze out of the people becomes his profit. Tax farmers are universally despised, and they usually hire mercenaries or adventurers to accompany them during their task, both for protection, as well as encouragement for people to pay their taxes. Peasants who don't-or can't-pay their taxes are heavily penalized, sometimes even with imprisonment or torture. Many peasants are forced to put themselves under the protection of wealthy nobles who can cover their tax costs, thus permanently indenturing themselves. Still others are forced to sell themselves or their children into slavery. Non-Muslims must pay additional taxes-a poll tax and a land tax. Because these taxes target only non-Muslims, many who make the Caliphate their permanent home tend to convert to the religion.

Urban authority is enforced by a police force known as the shurta. The shurta are typically recruited from the local population and serve for months at a time, living in barracks and working in 12-hour shifts. Their wages are based on their rank and vary from city to city. They are provided weapons and armor-the latter being rare in most garrisons. Shurta in poorer towns and cities are often equipped with clubs, spears, and daggers. Wealthier urban centers employ shurta fully equipped with scimitars, daggers, and oftentimes polearms. The wealthiest cities, such as Baghdad, equip their shurta with weapons crafted from Damascus steel.

Shurta
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Climbing d4, Fighting d6, Intimidation d6, Knowledge (Local) d6, Notice d6, Persuasion d6, Riding d6, Swimming d6
Charisma: -; Pace: 6; Parry: 6; Toughness: 5
Hindrances: -
Edges: -
Gear: Spear, dagger

[Wild Card]Shurta Captain

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Climbing d6, Fighting d8, Intimidation d8, Knowledge (Local) d6, Notice d6, Persuasion d6, Riding d6, Swimming d6
Charisma: -; Pace: 6; Parry: 6; Toughness: 6
Hindrances: -
Edges: -
Gear: Damascus steel scimitar, dagger

Military and conflict
Like most empires, the Abbasid Caliphate's power was forged and is maintained through military might. The ultimate authority over the impressively large armies of the empire lies with the Caliph, though in fact the military machine is far from centralized. Regional governors raise troops in the interest of the empire, arming and training individual armies in the name of the Caliph, though the cost for doing so is paid by the throne, which distributes minted coins bearing his likeness for the soldiers' pay. In this way, the emirs maintain immense personal power, but the majesty of the Caliph is maintained and it is never misunderstood who actually pays for the soldiers' livelihoods.

The main forces of the Caliph's armies are made up of Khorasani troops from Khorasan province, who helped the Abbasids gain power during their rebellion. Soldiers from this province are given special privileges and are allowed to wear black cloaks-the color of the Abbasids. They are considered to be the elite troops of the empire, and fanatically loyal to the Abbasids and Baghdad.

The armies of the Caliphate are mostly cavalry. Each cavalry troop must own a well-bred mount before joining the cavalry ranks. A majority of the empire's terrain is ideal for sweeping cavalry charges, and the time-honored tactic of the Arab armies is to soften the enemy with missile fire from horseback before charging and breaking their ranks.

Most foot soldiers in the Caliph's armies are lightly armed and armored, with javelin throwers and slingers making up most of the ranged troops. Though numerous in number, they are typically used to harass the enemy or fix them in place for a flank attack by the cavalry.

The frontiers of the Abbasid Caliphate constantly attack the borders of the Eastern Roman Empire like the red tides of an angry sea. The great eastern empire of Christendom has long been at war with the Caliphates of the Arabs, and there is no love lost between the two great nations. Merchants and travelers still travel freely between their borders, but violence flares up more often than not, and anyone who lives along the frontier can share a story or two about lost loved ones or heroic relatives serving in the military and fighting the barbarous infidels or heathens (depending on which side of the border one is telling the story).

Breastplates and coats of mail are produced for the militaries in the Caucasus Mountains, where countless iron mines dot the hillsides. These mines, worked by slaves, are controlled by powerful local emirs. Western slaves, particularly blacksmiths, are highly valued here and imported daily to help man the forges that feed the weapons of war.

Important cities
The cities of the Abbasid Caliphate are numerous-far too numerous to count. Below are but a handful of cities that stand out as more important than most.

Alexandria
Population 600,000
Authority Figure: Sultan Abdallah bin Tahir
Founded by Alexander the Great in 331 B.C.E., Alexandra is a major center of international shipping and trade. It is most famous for its vast necropolis under the city, and the Lighthouse of Alexandria on the small island of Pharos just off its shore-one of the Seven Wonders of the ancient world. Though the city has a long standing tradition of Greek culture, the last of the Greeks were expulsed just over 150 years ago after the Arabs conquered the city and annexed it from the Eastern Roman Empire.

Baghdad
Population 1,000,000
Authority Figure: Harun al-Rashid
Baghdad, the capital of the empire, is a circular city, purposefully designed and planted between the Tigris and Euphrates rivers in Mesopotamia. The city consists of two great walls laid out in concentric circles with four gates. The Caliph's great palace, the Palace of Marvels, sits in the very center, its great green dome rising higher than any other building in the city and visible from miles away.

Basra
Population 200,000
Authority Figure:Sultan Yazid al-Dalwa
Birthplace of the legendary adventurer Sinbad the Sailor, Basra is an ancient city in the historical lands of ancient Sumer. Under the Abbasid Dynasty, Basra has grown into a center of intellect and culture, and it is home to the well-respected intellectual al-Jahiz, whose knowledge of the natural world-and all the beasts therein-make him a very popular man with adventurers seeking knowledge about rare and dangerous beasts.

Charak
Population 48,000
Authority Figure:Emir Balsora al-Rashid
Located along the shores of the Persian Gulf, Charak is a high-walled town that is popular with traveling merchants, adventurers, and Bedouin traders. The Emir of the town is the Caliph's own brother, Balsora, who is never far from his right-hand-man, a grizzled old warrior named Zabid who wears a patch over an empty eye socket. The town is most famous for a popular inn called the Inn of Jamil-the-Squint, whose recipe for roasted sheep eyes is the envy of aspiring cooks across the empire.

Cyrene
Population 30,000
Authority Figure: Sultan Umar el-Hakem
Founded as a Greek colony 1,400 years ago, Cyrene has been under Arab conquest for the past 158 years. It is an important coastal city along the shores of North Africa, and most travelers going to and from Alexandria also make Cyrene a port of call.

Daibul
Population 100,000
Authority Figure: Emir Sayid al-Aziz
This wealthy port city, located at the mouth of the Indus River, is ruled by the powerful Emir Sayid al-Aziz, whose large harem is well-known for being filled with very skilled women who travel the empire on his behalf (and often for mysterious-some even say sinister-reasons). Sailing from Daibul has often proven treacherous, as local pirate lords plague the seas around the region. However, it is widely whispered that those whom the emir grants a special pass (dubbed the "pirates pass" by some) in the form of a bronze seal are never targeted by the pirates, leading some to speculate that the pirates are actually in the employ of the emir, or at the very least, in league with him. As Daibul is the last major port before India, most merchants have but little choice than to pay for this pass, which comes at an exorbitant price more often than not (typically 20% the value of the ship's cargo).

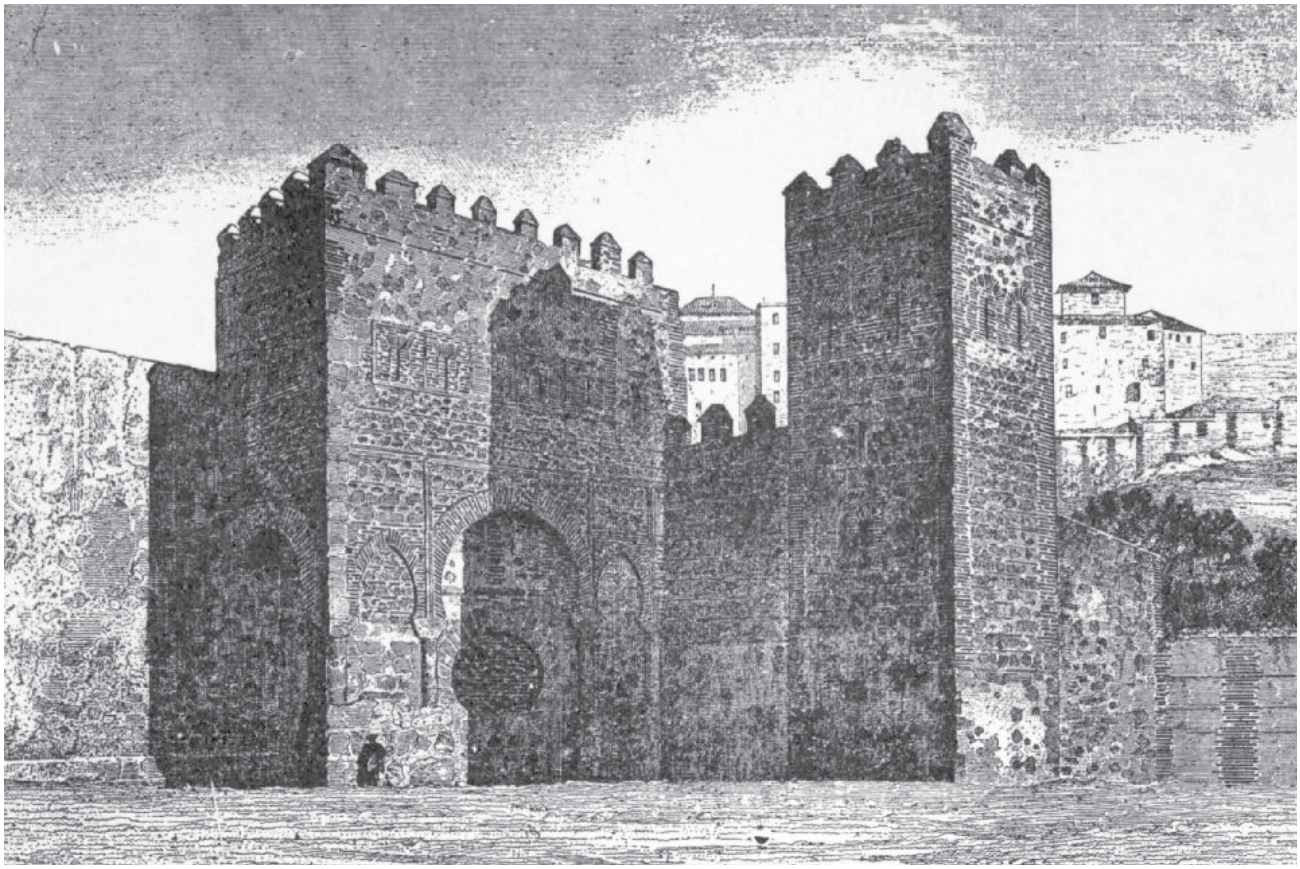
Jerash: The City of 1,000 Columns (ruins)
Population 0
Authority Figure: Callidora the Gorgon
Once a thriving Greco-Roman city whose history stretches back into antiquity, Jerash was destroyed 52 years ago in a major earthquake and now lies a shattered, haunted ruin. The city that once housed over 200,000 souls now lies desolate and abandoned, its bones scattered across miles of silent countryside. Its ruins include a hippodrome; two large temples dedicated to Zeus and Artemis, respectively; a forum surrounded by an intricately worked colonnade; paved streets; two theaters; two large bathhouses; several smaller temples; and countless other buildings and structures, many only partly standing. The entire area is surrounded by a 20-foot-tall wall, crumbled in many areas. The ruins, locals claim, are haunted, and all manner of strange and deadly beasts have made the ruins home since the city's death. Rumor has it that an ancient and powerful gorgon named Callidora has claimed a large part of the city for herself, and that she has already begun a collection of stone statues made up of foolhardy adventurers and curious passersby.

Marabia
Population 50,000
Authority Figure: Grand Vizier Sokulu
A coastal city in northern Africa in the western reaches of the empire, Marabia is a walled city under the protection of its Grand Vizier, and enigmatic figure named Sokulu who hides his face behind a golden mask of an expressionless human face. Only his steely gray eyes can be seen. He took control of the city after the Sultan died with no heirs. The vizier's fortress is perched high atop a craggy hill-the only hill for miles-with a commanding view of the entire city and countryside. The innermost chamber of the palace is lit by many lamps, for the sun never shines there. From the ceiling grim gargoyles and statuettes stare down upon visitors. Though technically part of the Abbasid Caliphate, Sokulu also pays homage to his close neighbor-the Kingdom of the Moors-to prevent cross-border raids. The bazaar of Marabia is always crowded. Good spill out of shops and onto the streets, and vendors sell pomegranates, rugs, coffee beans, and a multitude of other wares. A giant of a man named Hakim owns the largest store of silk and fine cloths in all of Marabia and is renowned for hiring strangers to go on quests to acquire rare and hard-to-find materials for his products. He pays well, but survivors of these journeys often complain bitterly that, in the end, the gold was far from worth it.

Anglo-Saxon Kingdoms

"I will to my lord be true and faithful, and love all which he loves and shun all which he shuns."
-Anglo-Saxon Oath of Fealty

Capital: No central authority
Notable Settlements: Lundenwic (20,000), Winchester (13,000), Eoforwic (15,000), Cantwaraburh (14,000), Tamworth (12,000)
Ruler: Seven kings share most power
Government: Heptarchy - Seven main feudal kingdoms. Wessex is the largest and most powerful kingdom, followed by Kent, Mercia, Sussex, Essex, Northumbria, and East Anglia
Languages: Greek, Anglo-Saxon, Latin (the Holy Church)
Religion: Christianity (both Celtic and Roman), and Germanic Paganism (polytheistic in nature, with gods such as Wodan and Donar (Odin and Thor to the Norse)
Race: Anglo-Saxon
Themes and Images: Wolves, Celtic drawings, druid circles, shire countrysides, stormy coastlines, serfs/peasants, farmers, deep woods, castles, maidens, dragons, unicorns, trolls, chivalry, dark knights, Arthurian Legend
Common Names: Alric, Alwine, Saewine, Sigmund,



Cuthbert, Benedict, Beatrice, Daniel, David, Dominic, William, Richard, Roger, Morgan
Common Trade Goods: Fish, iron, lead, salt, jewelry, glassware, weaponry, pottery, livestock, agriculture
Beasts of Peril: basilisk/cockatrice, dire wolves, dragons, fairies, hags, ogres, trolls, leprechauns, werewolves, wraiths

Having raided the bountiful coastlines of southern Britannia for years, the Anglo-Saxons, remnants of several barbarian tribes of Germania, migrated from northwestern Europe across the narrow and turbulent sea a scant three centuries ago. This migration coincided with the remnants of the Roman Empire slowly receding back into southern Europe, leaving behind the specter of civilization under imperial rule.

In recent times, the former invaders have become the defenders against plunderers, as the feared Norsemen have begun raiding the coastline relentlessly during the past eight years. While the Anglo-Saxons favor a quiet life away from major population centers, they are fiercely protective of their kin; these are not the meek awaiting conquest, but will fight with their last breath to repel the Norse invaders.

The hearty men and women that populate the Anglo-Saxon countryside are more than simple farmers and fishermen; they have become skilled craftsmen and traders as well. Blacksmiths, weavers, tailors, jewelers, and potters are all viable trades in the Anglo-Saxon kingdoms, and finished goods are often traded with the outlying farmers for agricultural goods such as produce and livestock. With the disappearance of the Roman coinage, the trade and barter system is the only way to exchange goods and services amongst the scattered population.

The Anglo-Saxons are also accomplished militarily, as being former raiders themselves has merit when forming a defense against seafaring invaders from the east and barbarians to the north. With a military lineage tracing back to the days of Britannia under Roman rule, the Anglo-Saxons are most well-known for the tactic of the Shield Wall; a formation of soldiers standing side by side with their shields locked together to weather the storm of a charging bloodthirsty enemy. With a sparse population, the Anglo-Saxon soldiers will never be able to fight from the position of overwhelming strength or aggression; instead, they employ strategy, guile, and highly defensible positions to best their enemies. In fact, as their migrant ways have been over now for better than 300 years, the Anglo-Saxons are known for building formidable defenses, including impressive fortresses of stone, timber, and earth that serve as the centers of power in each kingdom; the knights and soldiers inside standing guard as bastions against would-be aggressors.

As much as their lives and military are influenced by the imperial rule of centuries ago, the Anglo-Saxons prefer loose organization at the local level, with the countryside often ruled by a nobleman, or thegn, and those thegns falling under the banner of the king. The Anglo-Saxons have seven main kingdoms of various geographic and population sizes, with Wessex and Northumbria being two of the largest in both categories. Given that

a person lives within the borders of a kingdom, fealty to the king is considered to already be sworn by all those who would be protected under his banner. While this loose confederation of kingdoms has worked for the past few centuries, with all seven united under King Arthur under Camelot and the Knights of the Round Table only briefly until his death nearly two centuries ago. However, it is becoming more certain with increasing clarity that in order to maintain their hold against the aggressive Norse that the Anglo-Saxons will one day have to come together under a single common banner.

Daily life

Family and farming. The two terms are synonymous with traditional Anglo-Saxon life, as the peaceful rolling hills of the Britannia countryside lend themselves well to a quiet and unassuming lifestyle for the lowliest of freemen, known as ceorl. Because of the relative ease in which the environment lends itself to agriculture, the Anglo-Saxons mostly use a barter system exchanging the abundance of agricultural goods for finished products from artisans. Farmers often will bring their harvest to the open market of the closest town or stronghold, and barter for items such as clothing, tools, jewelry, pottery, and weapons. Usually the trip into the market is a family event, so children running, playing, and carrying messages throughout the market square is a common sight.

As is the case across most of the Anglo-Saxon lands, the farms are run by ceorl families, with extended family and often times slaves from the local thegn help round out the laboring hands. Farming tools are mostly made of wood; however, with the skilled craftsmen available in many towns of mentionable size, the ceorl farmers may have a few of their favored and well-used implements coupling metal heads with wood hafts. Oxen, horses, cattle, goats, sheep, and chickens are common sights around an Anglo-Saxon farm, as are crops such as wheat, barley, corn, peas and beans. Many an intrepid farmer also function as bee-keepers, with the honey collected being a very valuable trade commodity, as it is the only sweetener used by the Anglo-Saxons. With a high availability of cereals and honey, the Anglo-Saxons are very accomplished in the art of creating spirited beverages such as beer, ale, and mead.

The average ceorl family lives in a fairly comfortable dwelling compared to many other societies of the time; most dwellings consist of a wood or stone building with one or two rooms for living space, and a sturdy roof made of woven thatch. Furniture is usually sparse, but a central hearth is an important gathering spot for the family. There usually is a roughhewn table for the family to dine together, a handful of chairs or benches for perching a weary farmer after a hard day's work in the fields, and workman stools for the womenfolk to sit while toiling in their household roles as the seamstress, cook, and cheesemaker (amongst other tasks) of the family.

Ceorls that have obtained higher levels of wealth and status can be granted the title of thegn; the requirements vary greatly from kingdom to kingdom, but generally those ceorls that amass larger amounts of land and a permanent dwelling (such as one with a stone foundation and perhaps even a gate) can be named thegns. The thegns in a kingdom maintain a seat and perhaps even an office in the king's castle or hall, and the most wealthy and influential are often counted on as being a part of the king's court or inner circle.

One of the main differences in Anglo-Saxon social status is the difference between the ceorls and the slaves. Even the lowliest of ceorls have a price of worth, or wergild, when it comes to everything from the value of their word to the value of the compensation the family receives should the ceorl be killed. The slaves have no wergild; in fact, the only compensation due if a slave should meet an unfortunate demise is to the thegn that owns him, same as any other piece of property that is wrongfully damaged or destroyed.

Although life in the slave class is sometimes rife with tribulation, the class is not without hope of being free. Slaves are often times allowed to â€˜earn' their free status and become ceorls; the freeing of a slave can be granted by the thegn that owns him/her. This gives a certain mobility to the social classes of the Anglo-Saxons; a hard-working and valuable slave can earn his way to ceorl, while an intrepid ceorl can become a thegn, and from the ranks of the thegn come the lines of the kings.

Because of the de-centralized nature of Anglo-Saxon society, specifically amongst the ceorls, the importance of family is clearly illustrated in almost every farmstead of the countryside. Two or three generations of extended family often live and work together, and it isn't uncommon for extended family to share the same ancestral grounds. One part of the family may serve as the herders and caretakers of the livestock, others may be responsible for the caring and harvesting of the crops, while yet another group of relatives might be in charge of taking the bounties of the farm to the nearest market to barter for finished goods or other agriculture that they themselves do not grow. The Anglo-Saxons, from ceorls to thegns, have become quite comfortable in their barter and trade system, as well as the stable nature of their societal castes.

Things are not all good and well in Anglo-Saxon society, however. Along the coastal regions, in addition to the bountiful fishing, the stormy seas often bring great peril in the form of not only fearsome creatures such as sea serpents, but a more terrestrial threat in the form of plundering Norsemen. Less than a decade ago, the ruthless warriors from the Norselands began raiding the coastal Anglo-Saxon territories in force; so much so that many of the resources from the kingdoms along the coast have been dedicated to repelling the aggressors from across the sea. This relatively new conflict is particularly vexing to the heptarchy led by Beorhtric, the king of Wessex, because of the ferocity and sheer numbers that the Norsemen raiders possess. This new enemy has created a great demand by the people for knights and soldiers to serve as guardians along the coastlines; however, much cooperative military strength is already engaged along the northern border to protect Northumbria from Celtic raiders from neighboring Pictland.

While mysticism and magic abound in the Anglo-Saxon kingdoms, the common folk often view such happenings with great fear. Stories containing evil witches and warlocks, trickster feyfolk and raging demons are often used to scare children into staying close to the homestead. And while such magic is mostly misunderstood and seen as pagan by the Anglo-Saxons revering Christianity, families are often very superstitious, minding actions which could bring about curses or bad luck. The fears are not without warrant; magical creatures abound in some of the wild recesses of the countryside, many of which are not friendly to the people.

Not to say that all magic is reviled amongst the Anglo-Saxon populace; rather common divine magics used by the clerics of the church are viewed with reverence, as many will bring their sick and injured to the abbeys and churches dotting the land in hopes of prayer and healing magics. Also, it is not unusual for kings and others in high court to employ both a personal cleric and a sorcerer for advisory purposes; after all, even if magic is not held in as high regard as it is with the Picts or the Norsemen, it is still a useful instrument for giving kings and lords an upper hand over possible rivals.

Ruler

The Anglo-Saxons are ruled by a Heptarchy, or seven kings representing seven main kingdoms. Each of the kingdoms are ranked in order of power, which includes factors such as military strength, geography, population size, and resources available. Currently, Wessex is considered the most powerful of the kingdoms, and it is their king, Beorhtric, that holds the most sway in the Council of Kings.

The kings come to rule by inheriting the throne from their predecessors. If there are no male children, then the rule is passed to the family with the most political clout; hence the reason rulers of the Anglo-Saxons are measured by their guile and political prowess as much as military track record. So often amongst the seven kingdoms it is the smartest, most charismatic and cunning man that sits atop the throne, rather than simply the strongest.

Beorhtric - King of Essex

Attributes: Agility d8 , Smarts d6, Spirit d8, Strength d12, Vigor d10
Skills: Fighting d10, Intimidation d10, Knowledge (Battle) d10, Riding d10
Pace: 6; **Parry:** 9; **Toughness:** 11 (3)

Government and Law

While the Anglo-Saxons can trace their lineage to the barbarian tribes of Germania, after the invasion of Britannia they enacted a more complex form of government, which contained ideals that would sustain for many centuries. The Anglo-Saxons did indeed practice a heptarchy with several kingdoms ruling over different geographic domains with sometimes vastly different social groups; however, the one thing they all shared in common was the concept of the Witenagemot.

The Witenagemot, which literally means "meeting of the wise men", is a council made up of Witans, the formal title of the nobles that comprise the ruling class. The Witenagemot can trace its origins back to the Germanic tribal days, when the chieftains and wisemen would gather in what was called a folkmoot. The Anglo-Saxon version of this aristocratic council is usually comprised of ealdormen (the Anglo-Saxon version of a magistrate or local lord), thegns, and high ranking members of the clergy. The purpose of the Witenagemot is to advise the king on all ruling matters, to weigh in on the enacting of new laws, the interpretation of existing ones, and to make recommendations on everything from land disputes with a tribe of forest-dwelling centaurs to whether or not to commit knights to hunt a dragon ravaging the countryside.

Of course, the Witenagemot has its limits; the biggest being that its importance is solely reliant upon the king they serve. Some weaker kings are highly dependent on their Witens to essentially assist him in ruling. Other, stronger kings barely heed the advice of their Witens, and rarely grant approval for council meetings. In fact, the Witens are not allowed to congregate without the expressed permission of the king; to do so without that permission is considered an act of treason.

On a local level, the commoners pledge their fealty to a local chieftain or nobleman, whom they count upon for protection. In return for the protection of the noble's soldiers and political clout, the commoners pledge to follow the rules and orders of that noble, no matter if those orders conflict with widespread laws or the edicts of the crown. It is also these local nobles that enforce criminal law, which often involves monetary or value trades when transgressions occur. For instance, if a man is caught stealing the cattle of another man, that man is required to pay the value of the cattle in question. If a man commits adultery with the wife of a neighbor, he is obligated to find a suitable replacement wife for that man and pay for her. The payment system even extends to wound suffered, with a shilling per inch of the wound a generally accepted exchange.

Because the local nobles often make their own laws that supersede the more general ones of the kingdoms, and most nobles are too busy for the day to day handling of the wrongs that commoners exact on each other, the commoners often are left to their own devices in terms righting wrongs on a personal level. With that in mind, the general commoner in Anglo-Saxon society is often ignorant of law and government, and unless widespread disorder occurs, might makes right is not an unexpected result. Those traveling through Anglo-Saxon lands cannot expect a lot of protection or even caring from whatever local military or law enforcement may exist.

Military and conflict

Although the Anglo-Saxons are not generally known for being a militaristic society, they are quite capable in the arenas of battle and tactics. When the Romans left Britannia several centuries earlier most of their classic tactics were lost to time; however, a few of them survived with the invading Anglo-Saxons, such as the Shield Wall. In fact, the Anglo-Saxons arrived on the shores of Britannia

as not much more than sea-faring barbarians; by the time the Norsemen began their current invasions, the Anglo-Saxons have grown beyond simple barbaric haphazard charges and into a more organized fighting force. That said the Anglo-Saxons still aren't anywhere near as organized or formal as the Romans that they base several of their tactics after, and undisciplined charges and subsequent retreats are still not uncommon during battle.

While standing armies amongst the nobility are usually fairly small, limited to a few dozen on the local level to a few thousand for the larger kingdoms, each noble, ceorl, thegn, and king is obligated to provide military aide for the common defense of the kingdom or Britannia as a whole when necessary. In times of need, a call goes out to all able-bodied commoners and arms are provided by the noble they have pledged fealty to. So at any one time, a large Anglo-Saxon fighting force consists of a few knights, a handful of trained military soldiers, and then dozens upon dozens of conscripted commoners.

The Anglo-Saxons have mostly allowed their invading roots stemming from the Germanic tribes to fade into time; instead, they have given over to defending their lands from outsiders, including threats from the Norsemen across the sea, as well as the Picts to the north of Hadrian's Wall. The threats are very real; the Norsemen have been pressing along the eastern and southern shores of the island, raping and pillaging along the fishing villages at first, but have slowly begun sending their raids further and further inland. Because of this, Beorhtric has called upon the aristocracy of the affected kingdoms to begin raising up their conscriptions, and has requested that military aid be sent to the more heavily raided areas.

Of course the troop movements of the northern kingdoms are of great interest to the Picts to the north; due to the weakened military presence in the area they've started sending probing raids into the hills south of Hadrian's Wall to test the strength and resolve of the soldiers left behind. This presents a conundrum for the nobles of the north kingdoms; earn the favor of the heptarchy by sending troops to the south, or assure they have proper forces available to repel what seems like an inevitable Pict incursion.

The invasion of the Norsemen as well as the defense probing of the Picts does present quite a bit of possibilities for work for the intrepid adventurers, as does the available work of hunting monsters for local rulers who have had to send their best soldiers off for the common defense of the land.

Important cities

While large cities are few and far between in the Anglo-Saxon realm, there are several that have become veritable metropolises as it pertains to Western Europe.

Lundenwic (Capital of Essex)

Demographics
Population 20,000
Authority Figures: King Beorhtric
Lundenwic is called a center of trade for many nations visiting by land and sea. The biggest most elaborate trading hub in all of Britannia, the population size is fairly modest considering its importance to the Anglo-Saxon kingdoms. The city sits astride the River Thames, with most of the sprawl stretching about one mile away from the Lundenburh, which is the large stone fortress constructed by the Romans. The fortress is currently occupied by King Beorhtric, the ruler of the largest and most influential kingdom, Essex. The mouth of the River Fleet (the largest of Lundenwic's subterranean rivers) servers as the port harbor for visiting trading ships, as well as the staging point for Lundenwic's meager fleet of defense vessels. Common trading goods include agriculture of the surrounding lands such as vegetables and fruits, cattle, and wool from sheep. Timber and metal worked goods are also traded in abundance, while artistic items such as pottery are scarcer, as the Anglo-Saxons are not known to be an artistic or culturally diverse people.

Tamworth (Capital of Mercia)

Demographics
Population 12,000
Authority Figures: King Aethelred
The seat of power for the kingdom of Mercia, the geographically largest of the heptarchy kingdoms. Due to its position astride two major rivers (the Tame and the Anker) Tamworth is a major hub for trading and crafting. Like most Anglo-Saxon cities, the vast majority of buildings are made from timber with thatched roofs, with only the fortified homes of nobles and the king having even a stone foundation, let alone stone walls. The hills surrounding Tamworth are rife with caves that the local tales say hide the remains of Roman treasures, hidden away for when the empire would return. Intrepid adventurers may be lured to the promise of easy riches, even though sometimes those who venture into the caves are never heard from again.

Cantwaraburh (Capital of Kent)

Demographics
Population 14,000
Authority Figures: King Wihtred; Archbishop Berhwald
Cantwaraburh's name derives literally from Anglo-Saxon phrase for "Kent people's stronghold", and it was one of the few cities in the Anglo-Saxon kingdoms to have fortifications. To defend against attacks from barbarians, centuries ago the Romans built an earthen wall around the city along with several fortified gates; features to this day that are used by the Anglo-Saxon settlers. Cantwaraburh is one of the few kingdoms to fully embrace the Christian religion, and as such is the seat of the Archbishop of Cantwaraburh, Berhwald. Berhwald and Wihtred do not regularly see eye-to-eye; in the forest near Cantwaraburh, there are tails of a rogue druid circle attempting to undermine Cantwaraburh's defenses to allow the more chaotic but less religion-driven Norsemen into the city. Berhwald is looking to hire a party of stout adventurers to not only investigate the druids, but ultimately drive them away from Cantwaraburh's outskirts all together.

Eoforwic (Capital of Northumbria)

Demographics
Population 15,000
Authority Figures: King Aldfrith
Eoforwic's origins date back well into the Roman Empire's rule of the region, as it was one of the only cities to the north that had a stone-walled fortress still standing from the days of the Romans. Most of Eoforwic, including its fortress, sits atop high ground on a hill overlooking the plains below. The plains often flood during winter and spring rains, however, this makes for great agricultural conditions, lending itself to a bountiful harvest year after year.

As the seat of power for Northumbria, The rulers of Eoforwic have the distinct misfortune of not only stewarding the northern most kingdom of the Anglo-Saxon heptarchy, but also the one with the largest eastern coastline as well. The result of which is Northumbria's military has been stretched alarmingly thin, with soldiers ever watchful of the barbarian Picts to the north, as well as repelling invasion by the Norsemen along the coastline, leaving Eoforwic relatively unprotected. King Aldfrith has noticed this, and has taken upon himself to hire mercenaries to train a commoner-based fighting force; a force that would be taxed to its limits should a monstrous threat sweep out of the surrounding countryside.

Winchester (Capital of Wessex)

Metropolis democratic assembly
Demographics
Population 13,000
Authority Figures: King Ine
Just a few years ago, Winchester replaced Dorchester as the capital of the kingdom of Wessex, after the former King Caedwalla fought a battle against King Atwald, winning the right to name his capital. Currently Winchester is ruled by Ine, the successor of Caedwalla. Winchester has no stone fortress, however, it does have several stout wooden fortifications both around the city proper and the palace that serves as the seat of power. Situated on the west coast of the Anglo-Saxon kingdoms, Winchester is fairly secure from the most worrisome threats such as Norse invaders and barbarians from the north; however, the cliffside is said to be home of one of the oldest and most destructive dragons the realm has seen.

Kingdom of Bavaria

Capital: Regensburg

Ruler: Gerold (Prefect of Bavaria, appointed by Charlemagne)
Government: Feudal (under the rule of Charlemagne and the Carolingian Empire)
Languages: Greek, Anglo-Saxon, Latin (the Holy Church)
Religion: Christianity
Race: Frankish, Latin (Holy Church)
Themes and Images: Brooding castles on forested hills,

peasants toiling in rough dirt, long-haired knights, secluded villages in dark woods, drafty mead halls, noble lords in quiet castles wrapped in furs before a raging hearth
Common Names: Amandus, Arnulf, Balthild, Carloman, Childeric, Chlothar, Clotaire, Conrad, Dagobert, Genovefa, Gertrude, Grifo, Kilian, Lambert, Liutperga, Otto, Pepin, Radegund
Beasts of Peril: centaurs, dire wolves, dragons, hags, trolls, vampires, werewolves .

As the Western Roman Empire began to collapse in the 4th Century C.E., a new tribe of Germanic peoples began to sweep into the lands of Roman Gaul, mingling with the Gallic and Roman people. This tribe was known as the Franks. After Rome fell, in the late 5th century one dynasty of Frankish people managed to unify and consolidate control over a vast swath of territory. This dynasty was the Merovingians, and one of the many kingdoms they carved out was Bavaria.

The Franks abolished the Republic system used by the Romans and instead followed the dynastic hereditary path, creating feudal kingdoms throughout the Gallic and Germanic lands. Over time, the Kingdom of Bavaria began to see itself as separate from the rest of Frankish Gaul, and though they paid military service and tithes to the Frankish king, over the centuries they began to grow more and more autonomous, though none dared called himself king.

This ended recently when in 763 C.E., 38 years ago, Tassilo III, Duke of Bavaria, refused to pay homage and lend troops to the then-Frankish king, Pippin the Short. A short time later, Charlemagne rose to power, unifying the Frankish kingdoms and creating the Carolingian Empire (see Carolingian Empire). Tassilo saw this as an opportunity to break away, at which time Charlemagne

determined to destroy the upstart. After some maneuvering on both sides, Tassilo was quickly defeated and sentenced to death. However, Charlemagne spared the young would-be king and instead banished him to a monastery for the rest of his life, where he remains to this day.

Charlemagne then placed Gerold, his brother in law, in charge of Bavaria, naming him prefect.

Military and conflict

Gerold has spent the entire thirteen-year tenure of his reign as prefect so far attempting to pacify the Avars, a semi-nomadic peoples who have long lived on the eastern marches of Bavaria. Promised many new freedoms once he was king, the Avars are still loyal to the ousted Tassilo-but not to the new puppet Carolingian ruler.

For his part, wary of an internal coup, Gerold has grown his hair out in the style of the Barvarians-very long-and taken to riding at the front of battle columns to display his bravery. The Bavarian lords have come to respect him, though some still plot with Tassilo and the Avars to overthrow him and retake the kingdom.

Kingdom of Bulgaria

Capital: Pliska

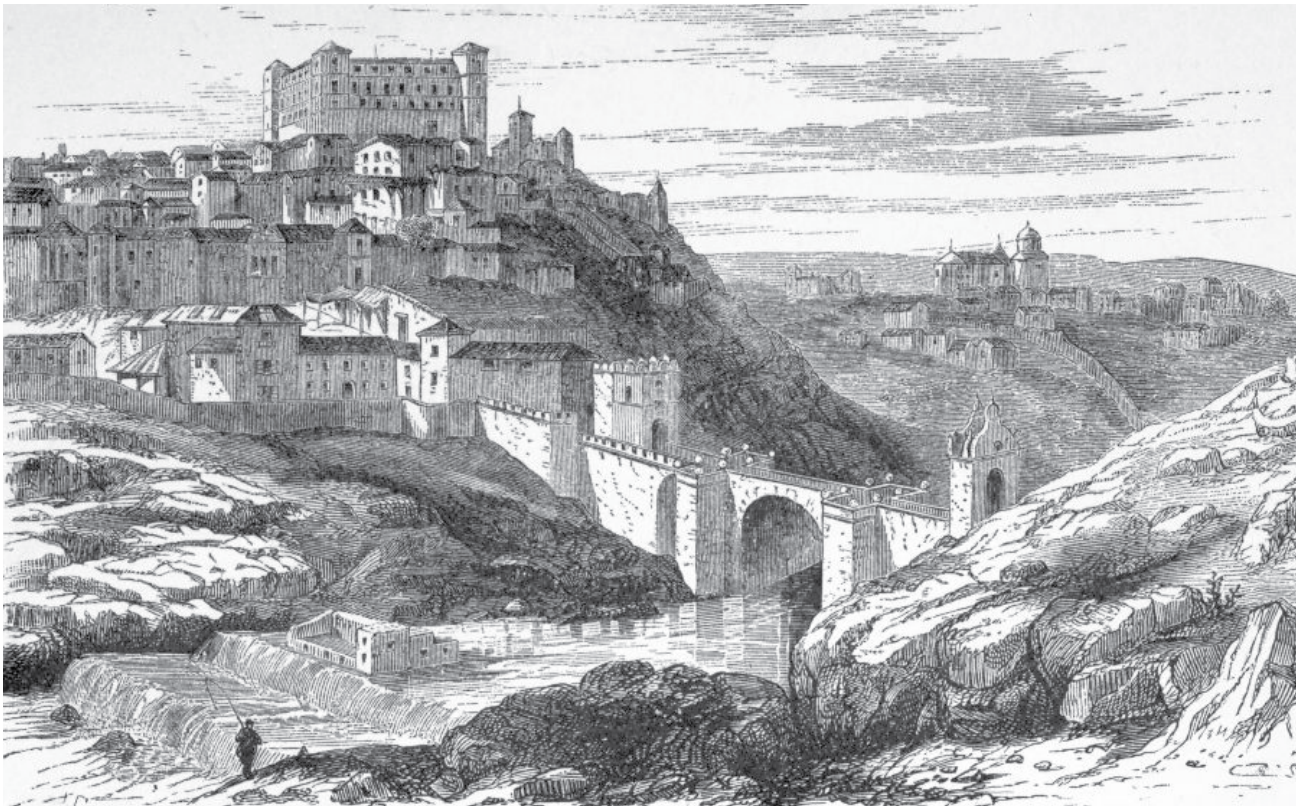
Ruler: Krum Khan, called Krum the Fearsome
Government: Feudal Monarchy
Languages: Bulgar, Greek
Religion: Bulgar (monotheistic, worship of Tangra, God of the Sky)
Race: Bulgar
Themes and Images: Horsemen, expert archers, hooded hills and dark castles, haunted woods, windswept plains, island fortresses, witchcraft, clan loyalties
Common Names: Batbayan, Boris, Ivan, Kotrag, Kubrat, Petar, Sabin, Sevar, Terval, Vlad
Beasts of Peril: basilisk, dire wolves, dragons, hags, ogres, trolls, vampires, werewolves, wraiths

At the height of Roman power, the lands north of the Black Sea were home to nomadic and semi-nomadic people-horselords of incredible military skill and fierce might. These were the Scythians, the Alans, the Sarmatians, the Thracians, the Huns, and others. Over time, these peoples blended together to form the Bulgars, an ethnicity divided up into clans sharing common ancestry and language.

In 680 C.E., a leader by the name of Asparuh Khan of the Dulo Clan united the Bulgars and carved out a kingdom-the First Empire of Bulgaria.

Government and law

The clan system and history of military aristocracy of the Bulgars has lent themselves well to the rising feudal system in Europe, replacing the imperial and republic laws of the Western Roman Empire. Loyalties are still divided up among clan ties, but local lords rule the peasantry from behind defensive walls carved from limestone and held together with plaster. Frontier fortresses are situated in the center of broad, open plains, so that the garrison can see approaching enemies and have time to muster their feared cavalry units for attack.



Ruler

The current ruler of Bulgaria is Krum Khan, otherwise known as Krum the Fearsome. He is a fierce, bearded warrior who has already nearly doubled the size of Bulgaria's territory since he ascended to the throne in 796 C.E. five years ago. This has brought him into direct conflict with Irene of the Roman Empire. The Eastern Roman Empire has long been Bulgaria's enemy; this is not likely to change anytime soon, as Krum currently has his sights on the Roman province of Greece to the south.

[Wild Card]Krum

Attributes: Agility d8, Smarts d6, Spirit d10,
Strength d10, Vigor d10
Skills: Fighting d10, Healing d6, Intimidation d6, Notice d6, Persuasion d8, Riding d12, Shooting d12
Charisma: +2; Pace: 6; Parry: 7; Toughness: 10 (3)
Edges: Command, Noble

Carolingian Empire

"Ah, woe is me! That I was not thought worthy to see my Christian hands dabbling in the blood of those dog-headed fiends."
-Charlemagne speaking of the Norsemen after they retreated before he could engage them in battle

Capital: Aachen

Ruler: Emperor Charlemagne
Government: Imperial feudalism
Languages: Frankish, Latin (the Holy Church), Greek, Germanic
Religion: Christianity
Race: Franks
Notable Cities: Rome (50,000), Paris (25,000), Regensburg (25,000), Metz (25,000), Mainz (20,000), Speyer (20,000), Tours (20,000), Trier (15,000), Cologne (15,000), Lyon (12,000), Worms (10,000), Poitiers (10,000), Provins (10,000), Rennes (10,000), Rouen (10,000)
Themes and Images: feudalism, manorialism, ladies in waiting, knights, squires, holy vows, jousting, tourneys, castles, serfs
Common Names: Ansgard, Charles, Cheldric, Emma, Grimoald, Joveta, Lothair, Louis, Odo, Rosa, Rothad
Common Trade Goods: grain, wine, iron, lead, military hardware, salt, furs, wool, slaves
Beasts of Peril: centaurs, dragons, gargoyles, ogres, trolls, unicorns

The Frankish Carolingian Empire is the most powerful dynasty Western Europe has seen since the collapse of Rome. During the collapse of Rome, the Germanic Franks swept into Gallic territories, establishing kingdoms and absorbing the indigenous Gallic and Roman elements and giving rise to feudalism.

Born a bastard, Charlemagne nonetheless inherited his father's kingdom in the year 768 C.E., at the age of 20. He quickly set about to conquering his neighboring Frankish kingdoms, eventually uniting all of Gaul and Germania, and in 774, adding Italy to his list of realms as well.

Last year, the Pope in Rome-Pope Leo III-proclaimed Charlemagne the Emperor of the Western Roman Empire and hailed Charlemagne as the savior of Christendom and the empire in the west. This has greatly angered the Eastern Roman Empire who view the Franks as barbarian pretenders. Empress Irene has yet to acknowledge this new Emperor, and most believe she is conspiring to take the West for herself.

Daily life

Though wars and other dangers are an everyday reality, the Franks have never known such relative peace, stability, and prosperity as they do now under Carolingian rule. Charlemagne has instituted the revival of creativity and education by commissioning royal schools throughout his empire, granting access to education for children of all classes, even serfs.

Charlemagne himself devotes a lot of his time to reading and writing-highly unusual for a grown warrior, as most see this as a luxury meant only for the clergy.

The best blacksmiths of the known world come from the Rhineland who are masters of their craft. Their sword blades and axe heads are highly sought after by international merchants, who flock to Carolingian towns.

Towns are commonplace for fairs and markets, and though the rural countrysides are economically bound to a lord's manor and agriculture, towns retain much freedom, a holdover from the days of the Roman Empire.

Government and Law

All wealth is derived from the land. Vassals rule Charlemagne's vast lands. His empire is divided up into 600

counties. Each county is ruled by a count. Each county is further subdivided into centenae. Each centenae is ruled by a vicar. The centenae are then divided up into manors.

Towns and cities are ruled by lords, and sometimes the church. Manors are the realms of the lords and warrior barons. The manors are economic units of land worked on by classes of peasants called serfs and yeomen-otherwise known as feudalism.

Collectively, this noble class of counts, vicars, lords, and warrior barons are known as the magnates. Some lords mint their own coins and flout Charlemagne's laws. Charlemagne can't afford to be too heavy handed with them-at least not yet-and so lets all but the most grievous of insults go unchallenged.

Every May, Charlemagne summons his magnates-the counts and vicars-to his capital and lays out the plans he has for the year. They then go out into his empire to ensure his plans are carried out, as well as to ensure loyalty amongst the populace.

Twice a year, Charlemagne also sends out the missi dominici to check up on his counts and vicars to ensure there is no corruption. They have the power to summon witnesses, demand records, and listen to complaints of the locals.

The Pope out of Rome also sends a small army of bishops, abbots, monks, and priests every year to travel around the empire and evangelize. It is hard to go anywhere in the empire without seeing an entourage or sermon.

Charlemagne takes a grim view toward crime, but only four crimes warrant the death penalty under his rule:

1. *Worshiping pagan gods (public beheading)*
2. *Burning bodies instead of burying them (hanged)*
3. *Refusing to be baptized (hanged)*
4. *Refusing a king's order (hanged)*

Slavery is still legal in his empire, though Charlemagne detests the practice. He has made it illegal to sell slaves to Muslims, and anyone caught doing so shall have his property confiscated. However, this encourages a vast underground smuggling network, some overseen by greedy local lords.

Ruler

Emperor Charlemagne is a no nonsense, straightforward ruler. He is over average height and heavy build, with a flowing mustache and wide, penetrating eyes. He dresses usually in a simple Frankish tunic over a linen shirt with long hose, over which he wears a blue cloak and winter jerkin of otter skin or ermine.
Charlemagne is a military genius who has never lost a battle. He is also a man of great passion-he has five wives and at least five known mistresses, and over 20 children (most bastards).

Military and conflict

The Carolingian Empire is at war with the Norsemen in the north-who continuously raid their coastal cities and even sail up their rivers to attack deep inland; the kingdom of the Moors (through their proxy Iberian kingdoms); and the Avars in the east (through their proxy kingdom of Bavaria). There is a campaign every spring, and in true feudal fashion, every free citizen within the empire owes military service in one form or another.

The empire has no standing, professional military. Instead, vicars are charged with levying troops each spring from their respective centenae districts. Though the empire is quite capable of mustering over a million men, in reality, no more than 100,000 at a time can possibly be fielded. This is due to mostly to logistics, but also because fielding an army is incredibly devastating to the environment, not to mention the toll it takes on the society's moral and the economy, as well as the potential for deadly epidemics, such as the plague, to spread.

Therefore, every year before the campaign season begins, Charlemagne holds court with his warrior magnates to determine how many troops-and of what type-he will need for the coming battle. Too few, and he risks defeat (something he has never faced), but too many and it's a waste of valuable resources. Fortunately for Charlemagne, he excels at estimating precisely how many troops he will need, with no waste.

The knights are the military elite of the Carolingian Empire. Raise among the noble class, knights begin training at a very young age, between 7 and 10. Most knights see their first battle by the age of 15.

Celtic Kingdoms

Capital: No central authority

Ruler: No one ruler; the lands are divided into countless tribes which are ruled by chieftains and warrior kings
Government: Tribal
Languages: Celtic
Religion: Paganism
Race: Celts, Gaelics, and Picts
Themes and Images: Druid circles, runes, windswept shores, Tir Na Nog, Stonehenge, body art/tattoos
Common Names: Aedan, Bradan, Cadeyrn, Caratacus, Drust, Eoin, Faelen, Maedoc, Mochan, Oengus
Common Trade Goods: Wool, furs, fish, wild garlic, beans, turnips, peas, kale, leek, wheat, whale blubber
Beasts of Peril: faeries, leprechauns, will'o the wisps.
The Celtic tribes are pastoral farmers living in small communities who are divided into several strata of society. At the top are the kings and the chieftains. The next tier down are the highly skilled poets and druids (the latter of which serve as part scholar, part teacher, part judge,

part warrior, part poet, and part healer, and command a great deal of respect in their society). The next tier down are the skilled craftsmen, followed by the free landowners. The bottom of society are the unfree class-the serfs and slaves. The slaves are mostly those who are working to pay off a debt and prisoners of war.

Out of the three types of Celts, the Picts are the most aggressive. They are so bad that in the year 122 C.E. the Roman Emperor Hadrian built a wall bisecting Briton, dividing the north from the south. This wall, called Hadrian's Wall, still stands to this day and is garrisoned by knights and men-at-arms from the southern kingdoms.

The Picts warred with King Arthur and his knights of the round table but finally came to respect and even admire the Anglo king. But since the fall of Camelot, the Picts have once again become the scourge of the Anglo-Saxon kingdoms.

The Picts enjoy a life as seafaring merchants, though little distinguishes them from Pictish pirates. Indeed, many Pictish captains can be legitimate merchants one day, a pirate the next, and back to being a merchant after that.

The warrior class in the Celtic tribes usually winter in the town or with noble lords, exchanging their martial skills as guards and enforcers. During the spring and summer, the warriors engage in raids or, sometimes, longer campaigns. If no such opportunities exist, they use their warrior skills to hunt and sell furs in the local markets.

Jurists, doctors, and poets exist only through the patronage of the noble class. A noble is considered very wealthy if he can afford all three.

Though there is no centralized form of government in the Celtic Kingdoms, tribes will gather in grand assemblies to discuss events and plans that affect the region. Such times can be frightening for their enemies, for these are the only times when the tribes might gather together to work as one-such as gathering a large host to march on the Anglo-Saxon kingdoms.

Hyperborea

Race: Troglodytes
Themes and Images: Snow dunes, blizzards, glaciers, howling winds.
Hyperborea is mainly a land of frigid ice and inhospitable creatures, like the giant walrus. There are no human civilizations or settlements here of any kind, not even nomads. This unfriendly land was home to a 2,000-year-old civilization long ago. They were known as the arimaspi-a race of powerful cyclops sorcerers. They were able to manipulate the elements to create perfect weather. Since their crops were always perfect, they never had to worry about food. The weather was always beautiful. In essence, it was a harmonious utopia.

But then their magic was pushed too far, and they wiped themselves out about 1,000 years ago or so. Now Hyperborea is a frozen wasteland. The troglodytes were a race of servants. They are nearly extinct now, but being a hardy race that were bred to be tough and durable, they've managed to survive all this time. Because the troglodytes were also bread to be subservient, they tend to latch on to powerful peo ple with startling loyalty, almost like a pet. They make great bodyguards, but they are very, very rare, and they shy away from civilization. If someone attempts to bring his or her troglodyte into a city, it is a great effort to keep it calm (not to mention keeping everyone who sees it calm).

There is a legendary place somewhere in Hyperborea that many adventurers come looking for. No one to date--except for the legendary Sinbad himself-has every found it. It is a great, green valley called The Valley of Transmutation. It is here where the arimaspi built the Shrine of the Four Elements. It grants incredibly powerful magic, according to legends. It lies directly underneath the aurora borealis.

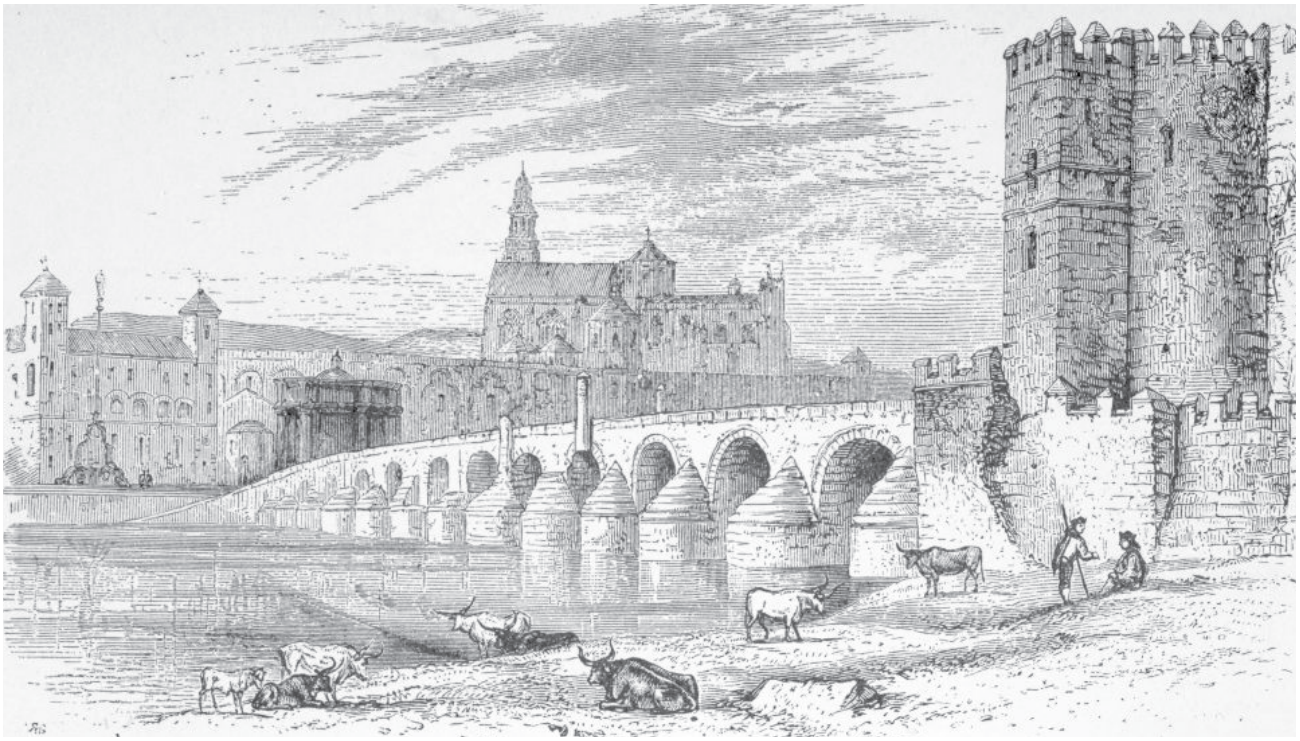
Iberian Kingdoms

Capital: Kingdom of Aragon (Jaca), Principality of Asturias (Cretum), County of Barcelona (Barcino), County of Castile (Legio), Kingdom of Galicia (Braga), Kingdom of Pamplona (Pompaelo)
Ruler: Dukes and barons
Government: Feudal Monarchies
Languages: Aquitanian, Asturius, Catalan, Frankish, Galician-Portuguese, Latin (Holy Church)
Religion: Christianity
Race: Iberian
Themes and Images: Heraldry, lords in high-vaulted courts, hills, pastures, sheep, rivers, knights, the Church
Common Names: Aleran, Alfonso, Bera, Isabella, Leonor, Maria, Odalric, Petronilla, Ramon, Sancho
Common Trade Goods: Silver, iron ore, alum, limestone, granite, marble

After the fall of the Western Roman Empire, the barbarian Visigoths carved their way south through Gaul and eventually settled on the Iberian Peninsula, where they ruled for three centuries. Then, nearly 100 years ago, their powerful kingdom became wracked with a civil war. Sensing an opportunity, the Arabians from North Africa sailed across the Strait of Gibraltar and performed a series of raids. These raids were so successful that they turned into long-held gains. The kingdom of the Visigoths fell, and the Kingdom of the Moors arose.

Though Christians and Jews are allowed many freedoms under Muslim Law, many fled to the hilly northlands for refuge. These hilly and mountainous regions have long served the indigenous people of the Iberian Peninsula in guerilla raids against their enemies-in fact, this is where the term comes from. The Romans had difficulty conquering these hill tribes, and now so too do the Muslims from the south.

This rugged land has spawned six new autonomous nations-Aragon, Asturius, Barcelona, Castile, Galicia, and



Pamplona. Emperor Charlemagne recognized the value of having a buffer between him and the Moors to the south, so in a similar fashion that he has done with the Kingdom of Bavaria (which serves as his buffer for the Avars to the east), he has propped up these six nations as Frontier Kingdoms, supplying them with troops and gold in their never-ending war with the Arabs. Likewise, the Pope continues to send warrior bishops, abbots, and priests into the area, who often take on roles as leaders of small towns and cities.

Though these six lands share a common enemy and mutual support from both the Church and the Carolingians, they are not without their own internal conflicts. Border disputes are common, and the ambitions of petty knights and lords often erupt into regional conflicts.

Kazar Khaganate

Capital: Atil

Ruler: Dual Kingship: Baghatur Khan (the isa, the Lesser King) and Tuvan Khan (the xazar, the Greater King)
Government: Diarchy
Languages: Turkic Khazar
Religion: Judaism, Tengriism
Race: Khazar
Themes and Images: Nomads, horsemanship, expert archery, exotic rituals, vast slave markets, death duels, honor
Common Names: Bori, Bulan, Hazer, Irbis, Kerch, Khalga, Obadiah, Shad, Tarkan, Tzul, Ziebel
Common Trade Goods: Sable skins, squirrel pelts, swords, hides, wax, honey, livestock, slaves

The Khazar Kaganate is a blending of over 20 different Turkic nomadic clans. This coming together created a horde that allowed the Kaganate to conquer a vast swath of territory north of the Black and Caspian seas.

The Kaganate is ruled by an ethnic elite, which is comprised out of nine of the most powerful clans. The Khazar themselves are divided into two distinct ethnicities: The White Khazars (ak-Khazar) and the Black Khazars (qara-Khazar). The White Khazars are strikingly handsome with reddish hair, pearl-white skin, and shining blue eyes. The Black Khazars are swarthy, verging on deep black. Both share equal rights and social status within the Kaganate.

Daily life

International trade is the cornerstone of the Kaganate economy, combined with traditional pastoralism, extensive agriculture, abundant use of the Volga's rich fishing stocks, together with craft manufacture and taxing international trade with its pivotal control of major trade routes, including the Silk Road. The Khazars are also one of the primary furnishers of slaves to the Muslim market, supplying it with captured Slavs and tribesmen from the Eurasian northlands.

The capital city of Atil is divided into two halves: Kharazan district on the western bank where the king and his Khazar elite, with a retinue of some 4,000 attendants, dwell, and the Itil district to the East, inhabited by Jews, Christians, Muslims, slaves and craftsmen and foreign merchants. The ruling elite winter in the city and spend from spring to late autumns in their fields on their large estates. A large irrigated greenbelt, drawing on channels from the Volga river, lay outside the capital, where meadows and vineyards extend for miles.

Government
The Kaganate government is a diarchy, consisting of two kings: The isa, or lesser king, and the xazar, or greater king.

In fact, the isa is the true ruler, managing both state and civilian affairs and the administration of the military. The greater king's role is solely titular and commands no real obedience or power. He is recruited from the Khazar House of Notables in a ritual where the candidate is nearly strangled to death until he declares the number of years he wishes to reign. On the expiration of that time, he is ritually killed.

Trade disputes are handled by a commercial tribunal in Atil consisting of 7 judges, two for each of the monotheistic inhabitants (Jews, Muslims, Christians) and one for the pagans.

The ruling elite is a relatively small group that differed ethnically and linguistically from its subject peoples. These are the Khazar Kagans, and while taking wives and concubines from the subject populations, are protected by a Khwarazmian guard corps or comitatus called the Ursiyya.

Settlements are governed by administrative officials known as tuduns. Other officials in the Khazar government included dignitaries referred to as the Jawyshyghr and Kündür.

Ruler
Baghatur Khan spends most of his time in his capital city. The Deputy Ruler of Atil only enters the presence of the reclusive greater king with great ceremony, approaching him barefoot to prostrate himself in the dust and then light a piece of wood as a purifying fire, while waiting humbly and calmly to be summoned. Though aloof, Baghatur Khan is a ferocious warrior.

Military and conflict
The Kaganate has a permanent standing army of 100,000 troops, which can be quickly doubled by mustering the reserves from the nobles' retinues. This military helps control and exact tribute from 30 different nations within the Kaganate's borders inhabiting the vast territories between the Caucasus, the Aral Sea, the Ural Mountains, and the Ukrainian steppes. Khazar armies are led by a commander known as a kagan bek and commanded by subordinate officers known as tarkhans. When the bek send out a body of troops, they do not retreat under any circumstances. If they are defeated, everyone who returns is summarily executed.

Kingdom of the Moors

Capital: Cordoba
Ruler: Al-Hakam I
Government: Caliphate
Languages: Arabic, Hebrew
Religion: Islam, Christianity, Judaism
Race: Moors
Themes and Images: Flying carpets, onion domes, dunes, sand storms, camels, genie lamps, treacherous viziers
Common Names: Aarmir, Abu, Hisam, Kirmani, Majriti, Mansur, Walid, Yusuf
Common Trade Goods: Silk and slaves

The Kingdom of the Moors, also known as the Cordoba Caliphate or Al-Andalus as it is called by the Muslims who live there, is an empire resting on the bones of the Visigothic kingdom that ruled the Iberian Peninsula for nearly 300 years. The Moors from north Africa, then under the rule of the Umayyad Caliphate, conquered the land nearly a century ago. When the Abbasid Dynasty rebelled against the Umayyads, an exiled prince-Abd al-Rahman of the Umayyads-fled to the west. In Cordoba, he established himself as the new Emir, establishing the Cordoba Caliphate. He refused to submit to the Abbasids, and a second dynastic Muslim Empire was born. Today, Abd al-Rahman's grandson rules the Caliphate.

Daily life
Like its mirror, the city of Baghdad, in the East, Cordoba is the center of philosophy, astronomy, science, mathematics, learning, and medicine in the West. Only now is the Carolingian Empire even coming close to matching Moorish institutions. Muslims and non-Muslims alike travel to Cordoba from abroad to study in her vast libraries, and all marvel at her accomplishments.

Society is made up of three distinct groups, each inhabiting their own distinct neighborhoods in the many cities that dot the empire: the Christians, the Muslims, and the Jews. The Christians and the Jews are given the status ahl-al-dhimma, meaning "the people under protection". Under Islamic Law, as long as they submit to Muslim rule, Christians and Jews are to be treated as equals-as they too are people of scripture-but they are charged an extra tax, which Muslims do not have to pay.

Government
The Kingdom of the Moors is divided into 5 administrative districts. Like the Caliphate to the east, administration is under the task of local Sultans and Emirs, whose positions are hereditary. The central government out of Cordoba is greatly reliant on the continued loyalty of the nobility, so the Caliphate is quite familiar with conspiracies, intrigue, and various plots against the throne.

Ruler
The current ruler of the Kingdom of the Moors is Al-Hakam I. His reign began with bloodshed as two of his treacherous uncles conspired to overthrow him. The uncles even enlisted the aid of Charlemagne in the north. This led to Charlemagne's invasion, capturing the Kingdom of Barcelona and reinforcing the Iberian Kingdoms.

Eventually Al-Hakam's uncles were defeated and executed, but still today he spends much of his time reinforcing old loyalties and suppressing would-be usurpers, while contending with the growing threat of the Iberian kingdoms in the North.

Norselands

"Free us, O Lord, from the outrages of the Norsemen. They ravage our land and kill women and children and even old people."
-Common prayer in Frankish churches

Capital: No centralized government

Notable Settlements: Birka (40,000), Gotland (37,000), Hedeby (31,000), Helgo (43,000), Kaupang (50,000)
Ruler: Many kings and chieftains
Government: clan monarchies ruling by the will of democratic assembly
Languages: Greek, Norse
Religion: Asatru (a polytheistic belief in many gods, the most powerful of which is Odin)
Themes and Images: Longships, Valkyrie, mail shirts, warhorns, shield walls, throwing axes, furs, coastal raids, powerful gods (Odin, Thor, Baldur, Loki, etc.), Valhalla, frigid countrysides, skalds, fierce warriors
Common Names: Finja, Eric, Hilda, Sigrun, Gunnar, Volund, Helga, Olaf, Thora, Ragnar, Harold, Leif, Ivar
Common Trade Goods: Furs, whalebones, walrus tusks, axe heads, hides, bird feathers, whale-skin rope, slaves
Beasts of Peril: dire wolves, dark dwarves, giants, ghosts, kraken, linnorms

The warrior Norsemen burst out of the frigid waters into Europe a mere eight years ago, but they have already established themselves as the most feared enemy of Christendom. In 793 C.E., the savage raiders made their presence known by attacking the seaside monastery of Lindisfarne in the Anglo-Saxon Kingdoms, looting all of its wealth and putting its holy inhabitants to the sword. Since that time, the barbarians have gone on to raid hundreds of cities, towns, and settlements throughout the Celtic Kingdoms, the Anglo-Saxon Kingdoms, and the Carolingian Empire, taking what they can carry and burning what remains. None are spared their wrath-not man, woman, child, or beast, and everywhere coastal watchtowers gaze out across the ocean with a fearful dread, praying they never see the colored sails of the these powerful and brutal warriors sweeping down upon their beaches.

But these proud warriors are more than simple barbarians. Gold, silver, and other items acquired through raids are useless to them. To get what they need, the Norsemen have become expert tradesmen. Trading posts and towns have sprung up across their lands, where their ill-gotten gains are bartered for more practical items needed for survival in the harsh, northern realm they call home.

The instrument that makes the Norsemen so feared is their innovative naval accomplishment-the longboat. Wide and shallow with a draft of but a few inches, these sleek vessels are perfect for both the open waters of the terrifying unknown oceans as well as shallow rivers. They are even light enough to be ported across short distances of land to other water sources, thus allowing them to raid unexpectedly deep inland and vanish again before the local lord can muster his soldiers for a counter attack. They can be rowed or sailed, carried around rocks and rapids, and are sturdy enough to ferry both men and horses, making this versatile vehicle their most prized possession. Each longboat is decorated with a detachable figurehead-usually of a dragon or other feared beast, and often the symbol of some warrior or king of renown.

The Norsemen have a long history of fara i viking (literally, "to go raiding") to take what they need. In their homeland, society has traditionally been organized around clans and villages. Arable land is a high commodity in that frozen expanse, and over the centuries as their numbers grew, so too did their localized conflicts over resources. Local chieftains took to gathering their men and raiding neighboring settlements to take what they needed and, quite savagely, to thin the population. Unfortunately for the rest of the world, their numbers have now grown so large that they have ceased raiding each other and have instead fixed their gazes upon the fat, ripe target of Europe, and now going viking is seen as an opportunity for quick wealth and rewards.

The Norsemen have a habit of raiding not only for treasures, but also for slaves. The Arabs of the Abbasid Caliphate have a strong lust for slaves, and the Norsemen are more than happy to give them what they desire. They sell slaves they capture in battle or ones they gather in organized slave hunts. Occasionally they keep the slaves for themselves. The slaves of the Norsemen are called thralls, and if they perform good service for their masters, they are eventually freed and given full rights in the Norsemen's societies.

Daily life

Life in the lands of the Norsemen is harsh, bleak, and terrifically cruel. The strong survive and the weak perish, and the only law is that which can be enforced by the sword or axe. It is a land, however, that has produced a rather remarkable race of traders, explorers, and adventurers, who, when not out on a raid or busy fending off frost giants, linnorms, duergar, or kraken back home, are bringing about a trade network the likes of which have not been seen in Europe since the fall of the Western Roman Empire.

The Norselands exist in a cold and brutal climate, and life is all about survival. Their society is agriculturally oriented, with villages and towns typically built around fertile stretches of land. The family farm is the basic economic unit, and the villagers rely on livestock and grain. Their coastlines are dotted with countless fjords, which are the preferred location for these settlements, as they not only offer a natural protection from the sea (and whatever might rise out of it), but there is often good, arable land and plenty of fishing as well. These communities also serve as the launch pads out into the wider world for their large fleets of longboats, ready for rapine and plunder.

Social hierarchies define Norse life. At the top of society sits the nobility-the kings, chieftains, jarls, and other titular forms of royalty. A chieftain is the head of a village or town, while a king is merely a chieftain with enough followers to dare call himself one. Jarls are members of a royal family. Most wait patiently in line for their chance at the throne, while some strike off into the world to make themselves known as successful war captains and raiders.

Below the nobility rests the bulk of Norse society-the karls. Karls are freemen, including the farmers, traders, warriors, craftsmen, and big landowners. Some karls, if particularly skilled warriors, become retainers for a noble house. These huskarls (literally "karls of the house") serve as personal bodyguards to the family.

Norse farmers cultivate their fields by rivers, where they let their livestock graze. Common animals include horses, cattle, goats, and sheep. While towns and villages typically have a dedicated smith, most farm implements are made from wood, and Norse farmers go into the forest to gather suitable wood for ploughs, pitchforks, handles for sickles, and for whatever else they need. Iron heads and blades are typically hammered out by the local smith for a small fee. However, most Norse farmers also tend to be skilled smiths themselves who spend the winters traveling and peddling their wares.

Most of the hard labor in the Norselands is delegated to the final and lowest level of society-the thralls, or slaves. While most slaves are foreigners captured in raids or hunts, some are freemen working to pay off debts. Most well-to-do families have at least one thrall, if even but for a short time.

Upon death, a Norseman is buried with his personal belongings. Like the ancient Egyptians, the Norsemen believe that what they are buried with carries over with them to their next life. Wealthy nobility are often even buried with longships and even their favorite slaves and mistresses.

Though the society is warrior-based, it is far from misogynistic. Because Norse warriors are away from the home for long stretches at a time, women have become the masters of the domicile. Women have the right to sue for divorce if their husbands treat them poorly and to even own land. Some women have even become feared and respected warriors in their own right. These Warrior Maidens are highly prized as wives-if a man is strong enough to claim one.

Norse homes are rectangular. The frame comprises vertical posts through which rods and brushwood are woven before being covered in a thick coat of hard-drying mud. The roof is then covered in densely woven straw, while floors are packed earth. The hearth is but a simple pit dug in the floor, sometimes stone-lined and always at the very center of the home. A simple chain hangs above it, attached to a horizontal post, from which pots hang to boil water or make soup. The only furniture in the homes are counters and benches permanently fixed to the walls. The benches are for both sitting and sleeping and run the length of the walls, with pegs above for clothes. Small shelves hold tools, dishes and cutlery, personal belongings, and for those that can afford them, candles. However, for light most make due with simple iron lamps fueled with tallow or fish oil. A communal bowl of water is kept nearby to use for washing, to rinse their hair, blow their noses, and spit in.

Humans and animals live under one roof, and it is common to find goats, chickens, and dogs sleeping on the floors. This is not only to keep an eye on their property and ensure no one steals their livestock, but also for the added warmth during the harsh winter months. Hunting is another important aspect of Norse society. Stag, elk, deer, and caribou antlers are used to carve combs, and deer skin is used for not only clothes, but also wall and bed coverings. Venison is a staple meat source, which can be either dried or roasted. A good hunter is highly prized in any Norse family.

Since Norse society has evolved into a trading culture, the need for locks on homes have become commonplace as strangers from far and wide make many Norse towns their port of call. Typical locks are sophisticated devices based on modified Roman designs and have been known to thwart even the most experienced thief.

The hearth is the center of the Norse home. It is the centerpiece for all meals, and is the time for the family and retainers to talk over chunks of bread and meat. Every man, woman, and child has his or her own knife for eating, plus spoons of horn or wood (though most meals are simply eaten with fingers). Royalty have grand rooms called mead halls warmed by large fires where loyal retainers, huskarls, and guests sit at long tables and discuss politics, battle plans, and other matters over their feasts.

While the wisdom of the elderly is respected in Norse society, old people are considered a great nuisance, and growing old is felt to be a great misfortune. It is common that if a doctor or midwife must be fetched from some remote place, the elderly hazard the journey by themselves. Most do not survive these sorts of trips, but that is, in fact, the idea.

Unlike the Muslim and Christian empires, the Norselands view magic with reverence. Though most view magicians, shamans, and seers with a distrustful superstition, nearly all respect both their wisdom and their powers, and most chieftains and kings have at least one magician whose council and abilities they seek out during times of trouble. The Norsemen also employ a type of spellcasting called rune magic. By casting a handful of

runes, a shaman or magician can grant protection, luck in a long voyage, or good fortune for an impending raid. The power of the runes are deep and mysterious, and most Norsemen dare not delve into their mysteries without the proper training.

In addition to rune magic, another form of magic in the Norselands pertains to the act of naming. By naming something, an object is imbued with power-or so the Norsemen believe. In fact, most warriors name their swords, and the names they give tend to reflect their savagery in combat, such as Leg Biter, Widow Maker, Swift Killer, and so on. By naming their swords, the Norsemen can sometimes awaken the blade's inner power, creating a magical bond with between the weapon and their spirits. Wielders of such weapons often become figures of legend.

Ruler

The Norsemen have no single ruler. At any one time, the Norselands might have over one hundred kings and thrice as many chieftains. What separates a chieftain from a king is often the subject of debate, and by most foreign accounts purely subjective and a vague matter of semantics. It is common practice, however, that a chieftain may call himself king once he has a number of estates, towns, and villages under his control that it is impossible for him to visit them all in a single day.

Both king and chieftain alike rule by strength. Their power rests not with the fear of their subjects, as is the case for many monarchies, but rather the people's belief in the king's and chieftain's ability to protect them and bring them success. Rulers that fail to do either don't often sit for long atop their thrones.

[Wild Card] Norse Chieftain

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d10, Vigor d10
Skills: Boating d8, Climbing d4, Fighting d10, Gambling d4, Intimidation d8, Knowledge (Geography) d6, Notice d4, Persuasion d4, Riding d4, Survival d4, Throwing d8, Tracking d4
Charisma: -; Pace: 6; Parry: 8; Toughness: 9 (2)
Hindrances: Blood Thirsty, Enemy (minor), Illiterate
Edges: Block, Combat Reflexes, Command, Frenzy, Rich
Gear: battle axe, mail, wooden shield, throwing axe

Government and Law

The Norse are a simple people but with a rather enlightened form of government and law. Local democratic assemblies called "Things" gather every year in special outdoor locations-usually near unusual or distinct and sometimes magical geological formations-called Thingsteads. There they set new laws, declare wars, elect new kings, and occasionally judge an unusual or important legal case. On the occasion that a Norse King gathers enough territory to make governing a trial, the lands are divided up into separate districts. Each district is then given its own Thing, comprised of the local landowners and aristocracy to set their own laws based on their own local customs and traditions. Each Thing is governed by a Lawspeaker, who, while the Thing is in session, holds absolute law and authority. The Lawspeaker is always chosen by a casting of rune stones and a reading of omens by a local shaman or magician, and it is a position of great esteem and respect. The Lawspeaker is always older, wise, and male.

Though just like in any civilization there are many laws, in the Norselands, there is no formal entity responsible for enforcing the law. A lawbreaker can be expected to be dragged to the local chieftain or clan elders for summary judgment and immediate retribution by whoever has the strength and will to do so. Strangers who anger the Norsemen are not given the luxury of being given an audience with an elder-thieving foreigners, violent drunken traders, and other foolish visitors simply meet a quick end from sharp steel.

Personal transgressions amongst the Norsemen are often dealt with privately, either through some sort of agreed-upon recompense or duel. In fact, duels are so common that in the larger trading towns, it's difficult to go even one week without a duel being fought. They are even more common during times of peace when warriors are idle.

Personal honor is of paramount importance to the Norsemen, and being ashamed by one's peers is a more effective method of imposing laws and encouraging acceptable social behavior than a strong-arm police force ever could. The Norsemen have a set of common values they expect all honest men and women to follow, and those who do not find themselves shunned and labeled and dishonorable:

- Keep your clothes and yourself clean
- Rise early and do not waste your day
- It is good to drink, but it is bad to get drunk
- Never be the friend of your friend's enemy
- Never lie-but you may reward a lie with a lie
- Always be honest and keep to your word
- Be polite to your guests. Offer them water and towels so they can wash themselves, and a warm spot by your fire

In addition to the above, all freemen in Norse society are expected to pay taxes. Taxes are always paid in barter goods. One man may pay in bundles of wolf pelts, another with birds' feathers and whale bones. A noble might pay in martens, reindeer, and bearskins, or perhaps walrus tusks, which are always in high demand. Evading taxes is a penalty punishable by death.

Military and conflict

Though war is a way of life for the Norsemen, they have no formalized military, and there is no formal training in Norse society. Instead, young men simply imitate their fathers and the other older men of the tribe, often pitting themselves against their peers in tests of courage and strength. Children are taught to carry wooden swords and

wooden spears with a leather strap covering the spears' tips to prevent accidental injury. This informal training causes children in Norse society grow up quickly-some join raiding parties as young as 15 years of age.

Norse warriors wear cone-shaped helms with nose guards and wear long mail tunics and goatskin shoes. They wield swords, axes, or spears and wooden shields with iron boss. Archers use powerful bows made from yew and carry small hand axes and daggers as backup weapons. For protection, they wear padded leather tunics. Wealthier warriors also own mounts, but thanks to the rugged terrain of their homeland, the Norsemen never developed large-scale cavalry tactics and charges. Instead, mounts are primarily used to deliver warriors to the fight, or from one end of the battlefield to the other. Once they arrive where they intend to do their killing, Norse warriors typically dismount and fight on foot.

Traditional military campaigns of the Norse are nothing more than grand, organized raids. War to the Norsemen is a business venture, and thoughts of conquering with the intent of occupying a new territory is a foreign idea to them. Instead, the goal of every Norse military campaign is simply to secure as much loot as possible before the end of the campaign season and then make it safely back to their homeland where they may enjoy their spoils and newfound wealth.

Bands of warriors are known as liths. Kings and chieftains have the power to raise large forces of liths known as leithangs, which also includes supplies, weapons, and ships. Some Norse kings have territories so large that they must not only divide their territory into districts, but each district into several small units. Each unit must provide at least one warrior should he summon a war party, and groups of units join together to fund and build a longship, which carries them out on raids.

Some Norse kings have been known to build military bases around their territories in case of an attack. These camps have circular ramparts with four gateways, each facing a point on the compass. They are situated at the ends of two streets, which cross each other and divide the camp into four sections. A road, paved with wooden strips, runs around the inside of the camp's rampart. Buildings house not only the warriors, but also their families, in addition to workshops where smiths forge weapons, armor, and jewelry (the latter from melted down gold, silver, and iron the Norsemen acquire while out on raids).

Important cities

The settlements of the Norselands are largely trading hubs which are fast becoming important centers of commerce in Western Europe.

Birka

Demographics
Population 40,000
Authority Figures:
King Björn
The greatest trading center of the Norse world, Birka is home to 40,000 souls. A fort stands at a commanding position about 100 feet above the town's lake's edge at the southern edge, where common folk hide in the occasional event of an assault from another clan. Birka is a large, walled town whose buildings are made from timber, wattle, and daub. There are plenty of anchorages and beaches for visiting ships, but little agricultural land, so the city exists mainly on trade. Merchants from far and wide come here to bargain and barter. Common goods include fine wool cloth, furs, colorful winter coats of squirrels, blue-black jugs and pitchers, wine, glass mugs, and beads. Currently king BjÃ¶rn is organizing a crew of brave warriors to help hunt down an ancient and scarred kraken that has been plaguing ships in the area. Fear of the beast has driven down trade, and king BjÃ¶rn has promised a healthy sum of silver to the crew that helps him slay the beast and mount one of its gruesome tentacles in his great hall.

Gotland

Demographics
Population 37,000
Authority Figures:
King Harald
This island is home to countless silver mines. A dangerous rival of Birka, the Gotlanders have the fastest of all Norse ships, making them one of the most prolific raiders in all the realm. Harsh granite cliffs ring most of this island, though there are some shelving be aches, which are ideal landing areas for their ships. Monumental stones stand erect around the island. Their bas-relief pictographs are shaped like giant keyholes and explore different aspects of their history. They stand 11-feet tall on average.

Hedeby

Demographics
Population 31,000
Authority Figures:
King Rorik

Hedeby began as three small villages that sat next to several streams near a large bay. Over time, the three villages joined together to form a larger-and stronger-community. Today, 40-foot-tall earthworks surround the town, enclosing over 60 acres of land. A palisade guards the harbor, along which stand several manned watchtowers. Two gates-a north and a south gate-allow ingress and egress. The streets are unpaved and filled with traders, foreigners, Norsemen, chickens, and pigs, trampling the dirt into knee-deep mud. Planks are thrown down side by side for ease of travel. Already many missionaries sent by the Pope by way of the Carolingian Empire live and work here, vainly attempting to convert the populace.

Helgo

Demographics
Population 43,000
Authority Figures:
King Rollo
Situated on a small island near Birka, this trading town competes with its neighbor for foreign trade. To facilitate

their edge in the competition, king Rollo has organized large slave hunting parties, and Helgo is quick becoming known as the slave-capital of the Norselands.

Kaupang

Demographics
Population 50,000
Authority Figures:
King Grimur
This trading center is founded on wet, marshy land. What little liveable land there is lies squeezed between craggy hills. The sheltered bay is perfect, however, and offers excellent harbor facilities for the shallow-draught Norse longships. The innumerable islands and shoals of the archipelago, which stretches across the mouth of the bay, make it difficult for intruders to find their way through the channels without the assistance of a pilot. Metal industry flourishes in this town, and talented smiths work day and night making iron, lead, bronze, silver, and gold. Textiles are also widely produced here, most of it for export or trade.

Roman Empire (Imperium Romanium)

"The throne is a glorious sepulcher" - Empress Theodora, 6th

Capital: Constantinople (700,000)

Notable Settlements: Thessalonika, Bathonea, Athens, Crete, Gallipoli, Abydos, Pergamon, Nicaea, Adrianople,
Ruler: Empress Irene I
Government: Imperial (Tyrannical)
Languages: Greek (primary), but also Latin (Holy Church), Arabic, Aramaic, Hebrew, Armenian
Religion: Christianity, Islam, Judaism, and secret cults.
Themes and Images: Basilica, grand cathedrals, Christendom, iconoclasm, maritime adventure, internal conflict and intrigue, military legions, Greek fire, superstition
Common Names: Alexius, Argyrus, David, Byzantios, Callinicus, John, Justinian, Constantine, Luke, Mark, Matthew, Michael, Nikolus, Theodorus; Theodora, Aelia, Ariadne, Helena, Irene, Loukia, Maria, Mary, Verina, Zampea
Common Trade Goods: Slaves, salt, timber and wax; ceramics, linen, and woven cloth; perfumes and spices. Olive oil, wine, salted fish, meat, vegetables, other alimentary products. Silk is one of the most important trade items of the Empire, strictly controlled, and heavily taxed. Marble, gold, and emeralds are lucrative exports, and ivory a favored import.
Beasts of Peril: chimera, cyclops, demons, genies, giants, giant eagles, golem, gorgon, hydra, kraken, lamassu, minotaur, necromancers, scorpions, siren, snakes, sorcerers, spartalos, sphinx, succubi

The Eastern Roman Empire-now all that is left of the once glorious and most powerful nation Europe has ever known-is currently ruled from the seat of Constantinople. Prior to the sack of Rome by the Ostrogoths, and the fragmentation of the Empire that followed, Emperor Constantine I moved the capital to Byzantium, renaming the city the Nova Roma, or New Rome. This strategic position controls the entrance to the Black Sea from the Mediterranean. During Constantine's reign, the city grew, as did the empire. As it did, the city eventually adopted yet a new name-Constantinople, after Constantine himself.

Once, the empire controlled Northern Africa, all of Italy, Egypt, and most of the area around the Mediterranean. Now the current era sees the Empire in retreat, having lost much of its former territory to the Abbasid Caliphate, the Carolingian Empire, and more recently, the Bulgarians, compounded by a series of internal wars, iconoclasm, and pressure from the Papacy of the Holy Roman Empire under control of Charlemagne and the Carolingians. Â

Not only is the empire under threat from outside, but from inside as well, as petty lords all grasp for power. The Empire's coffers are running dry and revolution is in the air. Constant intrigue abounds in and around Constantinople, both political and religious. Poison breaths past lips as often as black whispers and dark deals. â€¨Last year, in 800 C.E. during Christmas Mass, the Pope Leo III decreed Charlemagne the Emperor of the Holy Roman Empire. Empress Irene, the current ruler of the Roman Empire, was not pleased by the news, though some have suggested to her that a union between her and the Frankish Emperor would be wise, returning the power of East and West Rome. Though astrologers of the streets of Constantinople do not see this in the stars-and Irene's own reaction to such suggestions would seem to support this. In fact, most of the nobility of the Eastern Roman Empire consider Charlemagne to be nothing more than a barbaric usurper. One, perhaps, to be dealt with in due course.

Daily life

A day in the life of the average citizen truly depends on the city they reside in and what their lot in life is. Merchant, farmer, craftsman, slave, clergyman, noble; all lead different lives. The majority of people are farmers, craftsmen, and laborers, living a day of toil, worship, and trying to earn a living in a world of extremes.

Soldiers of the Roman Empire are under constant pressure from all sides. To be a soldier is to follow orders, kill, or be killed. Such is a soldier's life. The Bulgars to the Northwest, the Holy Roman Empire to the West, the Caliphate to the East-on all sides the Roman Empire is under siege. Â If you are a soldier, you go where you're told, fight who you're told to fight, and pray to God for victory. Wars with the Abbasid Caliphate are constant, and the borders with the massive Arabic Empire ebb and flow like red tides.

Those in Constantinople lead a cosmopolitan life, no matter their station, as the center of the world trade flows through the gilded city. Ships arrive from as far as the British Isles and Africa, bringing all manner of trade goods, foodstuffs, slaves, exotic animals, gold, and relics to Constantinople.

One of the most important locations in Constantinople is the Hippodrome. This massive stadium was designed to hold 60,000 people. Damaged in the Nika riots, it was rebuilt by Emperor Justinian. Chariot racing at the hippodrome is fast and deadly, as teams of chariots compete for the glory of their sponsors. Extravagant amounts of money exchanges hands while the charioteers race around the Obelisk of Thutmose III in the center of the Hippodrome, and the 7 bronze statues of brave charioteers of the past.

Big game hunting is also a popular sport in the empire, and for this reason trade in exotic animals is as a flourishing of a market as it was in the old empire.

Every major city of the Roman Empire has at least one massive cathedral with a domed ceiling where the devout flock for worship (and tithe). Apartment complexes house many within the cities, often 3 or 4 stories in height, just as in Rome. Aqueducts supply water to the cities, often running hundreds of miles from their source. Constantinople and other major cities have massive cisterns to store water for the entire city; the most famous is in Constantinople where the cities have large cisterns below the streets to hold weeks-perhaps even months-worth of water. The largest cistern is the Cistern of Philoxenos, which is an immense underground cistern containing 1,001 columns sprouting from the dead-still waters.

Most walled cities in the empire close their gates at 3 p.m. every afternoon and open them again at dawn. To enter after nightfall always imposes a gate fee. Otherwise, entry is free-unless you are bringing in goods, in which case a tariff is always imposed.

Trade is conducted in the streets and in large collonaded bazaars, while crafts are performed within shops. Â Brothels can be found in every city, with a plethora of those working the oldest trade. Taverns provide entertainment for soldiers, sailors, and visitors alike. The seedier brothels are hotbeds of intrigue, where plots of overthrowing Irene can be heard in the darkest recesses.

Nearly every corner of a city has a shop which carries all the daily needs for the citizens of any Roman town. Book markets can be found amongst the other markets- a treasure trove for the literate.

Carriages and palanquin with slaves pushing people aside with sticks, to make way for their masters, are common sights in the major cities. Not only nobles utilize palanquins, but prominent citizens, senators, and merchants as well.

Though Roman cities are often a riot of noise and color, only the Imperial Family is allowed to wear purple colored robes and shoes, and they are buried in porphyry sarcophagi. No one else can wear purple. Those in favor of the court are allowed to wear red shoes.

Cities of the Eastern Roman Empire are connected with paved roads, created by slaves for the use of merchants, the military, and other travelers. Every single city has an appointed judge, and every city has lawyers. Just like in Rome of old, practicing the Law is a big business.

Women are not as free as they were in the West, and certainly don't enjoy as many rights. Unless, of course, she is a member of the royal family or otherwise from a powerful family.

Wind and oil are important agricultural products. Most farmers hate their landlords and tax collectors. Uprisings aren't as common as in the Caliphate, but when they occur, they are usually widespread and deadly and usually involve ethnic minorities, such as Slavs, Armenian, and Georgians.

Rural cattle-breeders spend winter in their villages but in the summer they moved to pasture their beasts in fertile uplands. Their flocks tend to have many horses, donkeys, mules, cattle, sheep, goats, pigs and are at risk of being robbed, or being attacked by wolves. For this reason, shepherds keep dogs to protect and to shepherd animals. The empire's legions aren't any use, as their own troops sometimes rob and despoil these peasant folk when marching out to campaign.

Tools of the villagers include wooden plough, double-pointed hoe, two-pronged forks, spades, sickles, scythes, mattocks, double-headed mallets, and a simple planting stick. A village blacksmith is important. He mends and makes the simple tools needed by the villagers. His wife of child keeps the bellows going for him. The only thing more important in the villages of the empire than the blacksmith are the wells.

Iconoclasts, while in decline still have a voice, and wish for no graven images of their Lord Jesus Christ, the Holy Mother Mary, or the Saints to be displayed, as they consider them to be blasphemous, and a deadly sin. Over the last hundred years, the iconoclast movement has caused serious political unrest throughout the Empire. The emperor Leo III issued a decree in 726 C.E. against images and ordered the destruction of a statue of Christ over one of the doors of the Chalke, an act that was fiercely resisted by the citizens. Constantine V convoked a church council in 754 C.E., which condemned the worship of images, after which many treasures were broken, burned, or painted over with depictions of trees, birds, or animals. The church of the Holy Virgin at Blachernae was transformed into a "fruit store and aviary."

In the first days after the condemnation, many churches were invaded and their treasures destroyed, and many priests were killed as well. Â Following the death Leo IV, Empress Irene restored the veneration of images through the agency of the Second Council of Nicaea in 787 C.E. after the first attempt was thwarted by the soldiers of Constantinople. Empress Irene I is an iconodule, or iconophile-a worshiper of icons.

Women are often seen by the religious as fulfilling all the roles of Mary, virgin, sinner, and mother; especially as the ancient fates were maiden, mother, and crone, the similarities are easy to mistake amongst the less educated.

In the countryside, pagan religions are still very common, with mixtures of nature and sun worship, hidden within the Christian doctrines. Many ancient Egyptian, Greek, and Roman gods are still called upon in the countryside, and it is not uncommon to find a hidden shrine.

While those of most religions are allowed within the city walls of Constantinople during daylight hours for trade, they are not allowed to stay overnight.â€¨The corporations in which the tradesmen of Constantinople are organized are supervised by the Eparch, who regulates such matters as production, prices, import, and export. Each guild has its own monopoly, and tradesmen may not belong to more than one. It is an impressive testament to the strength of tradition how little these arrangements have changed since the office have changed since being set up in 330 C.E. to mirror the urban prefecture of Rome.

To become a guild member, you must pay an entrance fee and prove your ability in your chosen craft. Guilds can only sell in certain districts, except the grocers guild, because they sell essentials, like cheese, oil, butter, honey, meat, salt fish, vegetables, and so on. They draw up conditions of work, set wages, set selling prices.

There are separate guilds for pork butchers, cobblers, perfume distillers, blacksmiths, goldsmiths, coopers, etc. Goldsmiths are often both moneylenders and banks (because they have the most secure vaults).

There are many shops in Constantinople-street sellers are numerous. They sell costly wares to cheap common items. There are also many traveling astrologers, magicians, and fortune tellers. There are even more shops selling charms to protect from the Evil Eye.

Government and Law

The Eastern Roman Empire is divided into countless provinces known as themas. Each thema is subdivided into dioceses, and these are further divided into districts. Each district has several cities, and each city is ruled by a City Prefect known as the eparch.

Each city in the Empire has four factions that is represented by a distinguishing color worn on their shoulders. In Constantinople these are the blues, greens, whites, and reds. They wear narrow tunics with puffed-out shoulders, sleeves that are tight at the wrists, close-fitting hose, and shoes. Important tasks that these factions are in charge of for their area of the cityÂ include acting as a militia and peace force. Each faction represents different walks of society, from landowners to tradesmen. This has the double effect of working as a social hierarchy or caste system-your color represents your station in society.

A handful of themas are gathered together to form prefectures. At its height, the Roman Empire was divided into four prefectures. Today, only two remain-the lands that once comprised Thrace, Macedonia, and Greece (now known as Prefecture Illyricum) and the lands around the Black Sea (now known as Prefecture Orientis). Each prefecture is ruled by a Praetorian Prefect, and it is this man-not the throne-that pays the legions and supplies them with food, and it is this person who appoints and dismisses provincial governors. This does make this person the ruler of these lands, though they take their orders directly from the Emperorâ€¦ in this case, an Empress-Empress Irene I.

The most important job of a provincial prefecture, as far as the empress is concerned, is the collection of taxes. The most important taxes in a prefecture is up to the praetorian prefect's finance officers. This tax is called annona. It is levied in rural districts and is a combination of a poll tax and a land tax, based on the value of a piece of land.

All officials in the vast government of the Empire get their orders directly from the Empress, and each has his or her own specific title and duty.

The Emperor/Empress is called Basileus Romaion ("Emperor of the Romans") and is the ultimate and supreme ruler.

The Lord Chancellor runs the court (praepositus sacri cubiculi).

Master of Offices (magister officiorum) a most powerful man in court and the administration. He selected the men who administer the Empire's affairs. He is in charge of the smooth operation of the administration machine. He runs a corp of postal workers who deliver messages to remote districts. This has become a large body of informers, making him also the spymaster.

The Lord Chamberlain takes orders from the Master of Offices and is in charge of the royal bodyguards. The bodyguards are divided into two corps. The first are the Varangian, and they are made up of Norsemen mercenaries who wield savage battle axes. They patrol the north. The other corp is made up of Normans. The Lord Chamberlain makes arrangements for private and official functions at court. He has to make sure that the route taken by the Empress in a procession is cleaned and the streets lined with sawdust, and that the lining houses are decorated with ivy, laurel, myrtle, and rosemary.

Like the Western Empire, the senate in the east is devoid of much of its power and is mainly an advisory body whose main duties consist of drafting regulations that the emperor must then ratify.

The cabinet (sacrum consistorium) is more powerful than the senate. The Empress stands so must they all at these meetings. It consists of the chairman (quaestor sacri palatii) and a handful of people appointed by the Empress.

Historically, the family of the Emperor helps co-rule the empire. The inheritor's of the throne-those directly in line-are called Caesar. Females with authority are called Augusta. However, Irene shares her power with no one.

Ruler

Empress Irene I of Athens

The wife of the iconoclastic king Leo the IV, Irene dominated their marriage and his rule. His death, coming in his 31st year, left Irene as Regent of Constantinople, with her son, Constantine VI, being but 10 years old. When her son came of age and attempted

to take his rightful place as Emperor, Irene had him blinded, and he died soon after from infection. She then declared herself Empress of the Roman Empire in 797 C.E., a mere four years ago.

Attributes: Agility d6, Smarts d12, Spirit d8,
Strength d4, Vigor d4
Skills: Knowledge (Politics) d12, Notice d8, Persuasion d10, Riding d6
Charisma: +2; Pace: 6; Parry: 5; Toughness: 4
Edges: Charismatic
Secrets of Irene: One of Irene's closest and most trusted servants is not who she appears to be. She is an immortal shapeshifting sorceress, a rakshasa, who took the true servant's place and has been studying all of her habits, staying close to her, until she is able to assassinate her and replace her. ¿Will she succeed?

Military and conflict

The Roman military has a standing force built around a strong mobile corp of cavalrymen and supported by infantry. Heavy infantry is called cataphracti and the light cavalry is called trapezitae. Total cavalry in the empire's armies numbers 120,000.

Each legion numbers 3,000 to 4,000 men. Each army is commanded by a magister militum. Each regiment by a strategus (tribune).

Each strategus is responsible for raising and maintaining his own regiment, equipping the men with bows and swords. In return, each regiment bears the general's name. Each regiment is around 7,000 men on average (so 2 to 3 legions). Commissioned ranks are paid for by the Empress. They have the right to select their own non-commissioned officers.

The military of the Roman Empire is divided within its themata. The thema of the current era are Hellas, Makedonia, Thrake, Opsikion, Anatoikon, Kiryraioton, and Armeniakon. The themata are not only a military presence, but also the administrative and taxing arm of Constantinople. Each themata is lead by a general (strategos) who exercises both civilian and military jurisdiction and a Judge (Krites tou thematos) who holds the judicial power. Tagmata are mobile forces of cavalry stationed in Constantinople and deployed as needed as a mobile support force. They are elite warriors, highly trained veterans of many conflicts.

The military forces of the Eastern Roman Empire are very colorful, with silk outer garments and brightly decorated shields.

Infantry

An Imperial Roman Infantryman is most often armed with spear and sword. Armored with a chainmail hauberk over padded armor with a shield; and a steel helmet. The arms and legs would be further protected by laminated bracers and greaves.. (Armor 2) Infantry are experts with their large shields.

Veteran Infantry (Champions will be Wild Cards)

Attributes: Agility d8, Smarts d6, Strength d8, Spirit d6, Vigor d8
Skills: Fighting d8, Gambling d4, Intimidation d6, Survival d6, Throwing d6
Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 8 (2)
Edges: Counterattack, Porcupine
Hindrances: Loyal (minor), Arrogant (Major)
Edge: Porcupine
Requirements: Fighting d8

For hundreds of years, the shield and spear have been a staple of warfare. When grouped with allies with the porcupine edge, the unit is able to overlap their shields granting them protection from arrows. (additional +4 armor while in formation, however movement is reduced to Â¼ speed.

A character with the porcupine is also able to use a spear as a one handed weapon.

Archers

A Typical archer will carry a recurved bow, wear either padded (Armor 1) or more commonly chain hauberk and padded as infantry. (Torso/Head/Legs 2, Arms 1), Mounted archers wear similar armor, but carry a shorter recurved bow.

Veteran Archer

Attributes: Agility d10, Smarts d6, Strength d6, Spirit d6, Vigor d6
Skills: Notice d8, Riding d6, Shooting d10, Stealth d8,
Charisma: 0, Pace: 6, Parry: 5, Toughness: 7 (2)
Edges: Marksman
Hindrances: Loyal (minor)

Cavalry composing the tagmata

The cavalry, typically stationed in Constantinople is the true power behind The Roman Empire. Armored with heavy lamellar armor, its scales pointed up to deflect weapons from below. (Torso/Head 3, Arms/Legs 2) The Cataphractii wear 2 swords (a short straight blade for infighting and a curved cavalry sword), a mace, along with lance and shield. Their horses are heavy armored with lamellar or chain barding as well. (Armor 3 or 2 respectively.)

Veteran Cavalry

Attributes: Agility d8, Smarts d8, Strength d8, Spirit d8, Vigor d8
Skills: Riding d10, Fighting d10,
Charisma: 0, **Pace:** 6, **Parry:** 7, **Toughness:** 9 (3)
Edges: First Strike, Quick Draw, Saber Charge

Hindrances: Loyal (minor), Code of Honor
Edge: Saber Charge
Requirements: Fighting d8, Riding d8
A well-trained cavalryman can perform deadly ride-by attacks with their cavalry saber. Saber attacks during a charge do an additional +2 points of damage.
BAGGAGE TRAIN: Carried the food supplies, spare clothing, equipment, medical units, corps of engineers. A regiment has 350 wagons. Each wagon carries, in addition to its load, an axe, a sword, and cooking utensils. Every 16th man rode a pack horse, so each baggage train has 175 mounted men and 2,800 unmounted ones. At night, the pack horses are driven into the circle and the wagons drawn up around them. Then the engineers dig a ditch. Medical units have a surgeon, 8 stretcher bearers, and numerous orderlies.

Naval Power

The Navy of the Roman Empire has a major advantage; Greek Fire. The ships carry siphons at the head of their ships, with great beasts as their figureheads, spewing fire onto the decks of their enemies. Additionally, some men have portable Greek fire throwers. Greek fire burns underwater and its manufacture is a state secret.

Ballistae and Scorpions

The Roman Empire is still using the powerful ballistae created hundreds of years ago, though fewer in number, they are still seen as defensive weapons on city walls.

A Ballista can fire through many ranks of soldiers. If the Ballista kills the first target hit, proceed to the next in line 2d10 damage/AP2, If it kills that one, 2d8/AP2, then 2d8/AP0 until a target is not killed, where the ballista bolt stops. The Ballista can be reloaded in 3 rounds.

A Scorpion is a slightly smaller version of the Ballista, capable of slightly faster rate of fire, giving up range and power for speed.

	Range	*Damage*	*RoF*	*Cost*	*Wt*
Ballista (AP4, Heavy, Special)	*40/80/160*	*2d10*	*1/3*	*200*	*150*
Scorpion (AP2, Heavy, Special)	*30/60/120*	*2d8*	*1/2*	*200*	*150*

Greek Fire

A final power of the Roman Empire's military power is the Greek Fire which can be used in defense of their cities. Greek Fire uses the flamethrower rules from Savage Worlds Deluxe pg. 51. Unauthorized possession is punishable by torture and death.

Important cities

Constantinople

(Population 700,000)
The capital city is by far one of the most important cities in the world. Home to a million souls, Constantinople sits at the mouth Between the Black Sea and the Mediterranean. Constantinople is home to Hagia Sophia, one of the most beautiful Cathedrals. Emperor Justinian I proclaimed upon its completion, "Solomon, I have vanquished thee." It is a massive, multi-domed wonder of engineering, and the seat of the Ecumenical Patriarchate of Constantinople.

Thessalonika

(Population 32,000)
The provincial capital and sea port of Thessalonika was one of the first bases for the spread of Christianity. The city was founded in 315 B.C.E. Among its Christian monuments are fine churches, some built on the Greek cross plan, and others on the basilica three-nave plan. Constructed over a long period, from the 4th century onward, they constitute a diachronic typological series, which has considerable influence in the current Roman Empire.

The church of Saint Demetrius, patron saint of the city, built in the 4th century, is said to be the largest basilica in Greece and is one of the city's most prominent Christian monuments. The new Hagia Sophia Thessaloniki is in the early stages of construction, based upon the Hagia Sophia in Constantinople.

A Forum and Theatre, which once hosted gladiatorial events, remains within the walls, but has suffered from 200 years of disuse. Rumor says the vengeful wraiths of gladiators occasionally haunt the walls of the theatre.

This major port into the interior of the Greek territories, has become the central administration of the region.

Athens

(Population 72,000)
The once mighty city of Athens never fully recovered after the defeat at the hands of their ancient enemy, the Spartans. Athens was the home of Empress Irene I and is still an important city to the Roman Empire.

Adrianople (12,000)

Adrianople is one of the major agricultural producers in the region, with the majority of the population working towards production of foodstuffs.

Bathonea (55,000)

Bathonea is a thriving port city to the east of Constantinople and a common stop for goods travelling from Constantinople across land routes to the eastern cities. This city boasts all the same amenities of Constantinople, though in smaller quantities.

Pergamon (35,000)

Mentioned in Genesis, this city has stood for thousands of years, once home to Isis and Serapis temples. A secret cult of Serapis operates to this day, and a faithful recreation of the ancient temple lies a quarter of a mile below the city.

The Red Basilica was looted and damaged during the last Abbasid invasion. However, restoration has been completed, though a new two foot higher floor increases the grandeur of the entrance into the Basilica.

The Red Basilica straddles the river Selinus. Below the floor lies the entrance into the tunnel system running below the Temple, the secret accessway leading to the Serapis temple complex.

Other places of interest

Ancient temples and ruins are scattered across the ancient remains of a empires long gone, Egyptian, Greek, Minoan, even Atlantean. What lies in these ruins is always a mystery, but riches beyond imagining and terrors beyond reasoning are usually a good guess. Gold, cyclopean beasts, serpents, the cursed, traps, and relics can be found.

Isle of Sorrow

The Isle of Sorrow is a dangerous place for men. It is inhabited by siren, and those sailors who get too near the current Isle of Sorrow never return. If the siren remained on that one island, it would be easy to avoid, but the siren know this, and move during the Autumnal Equinox each year at the appogy of the moon. Moving with the tide to another of the hundreds of uninhabited isles of the Mediterranean.

Knossos

The ancient site of Knossos lies below Crete, now a labyrinthine expanse, inhabited by the Minoi, the sons and daughters of the Minotaur.

The Minoi raid the surface once every decade to capture fresh blood for the Minoi family. The leaders of The empire know of the threat below Crete, but the Labyrinth is too difficult to navigate and hundreds of troops were lost on an invasion.

Thera

The isle of Thera, the remains of a massive volcanic island that destroyed Atlantis in the last age, erupted in recent memory, killing nearly half the inhabitants of the island. The eruption also uncovered the entrance to what may be an ancient Atlantean tomb.

In the same year as the last eruption in 792 C.E., in the summer, a vapor like an oven's fire boiled up for days out of the middle of the islands of Thera and Therasia from the depths of the sea, and the whole place burned like fire, little by little thickening and turning to stone, and the air seemed to be a fiery torch.

Thermopylae

Thermopylae is the pass where King Leonidas stood with his three hundred Spartans and ten thousand other Greeks against the mighty army of Xerxes in 480 B.C.E. Stories are told that wraiths of the Spartans sometimes rise and defend the pass against invaders... or even the stray traveling foreigner.

Other items of note

Evil Eye Charm

Throughout Constantinople, charms protecting against the Evil Eye are sold. They say it will protect you against the evil eye of sorcerers. Evil Eye charms cost anywhere from a few pieces of copper to several ounces of gold, herbs, or salt.

Some of the charms do provide a bonus versus evil powers, typically a +1 or +2 bonus.

Holy Relics

Holy Relics can be purchased from nearly any street vendor, although the buyer must beware as many splinters of the True Cross came from the vendor's own stall, and the likelihood that the fingerbone of Jesus is just a chicken bone.

Effectively, no true relics are sold by street vendors to passersby, though the chance of finding a relic which has been looted from a church during the Iconoclast destructions is possible. Actual details are left to the gamemaster of any cost or effect from such a True Relic.

Ptolemy's Handy Tables

This book is amongst the most useful of books for astrologers, it gives tables and data to find the Â positions of the Sun, Moon and planets, the rising and setting of the stars, and eclipses of the Sun and Moon.

Grants a +2 bonus to any skill checks involving astronomy.

Ptolemy's Geographica

Another of Ptolemy's master works, this Geography book is vital to accurate Navigation.

Grants a +2 bonus to any skills checks regarding navigation.

Minoi

The minoi are a race of minotaur spawn. They look much like brawny humans, powerful in build, with broad flat noses, wide blunt teeth, and slightly pointed ears. They have only two thick fingers and thumb on each hand.

- Powerful Build (Strength starts at d6)
- Thick Skinned (+1 Toughness)
- Thick headed (d4 damage headbutt) and a racial d6 skill with any axe.
- Infravision (Minoi are used to the darkness of labyrinths and catacombs, they ignore attack penalties for Dim and Dark lighting.)
- Outsider (Minoi are descended from a well-known monster, their heritage makes them suspect. They suffer a -2 Charisma penalty.)
- Stubborn
- Uneducated (Smarts costs double to raise during character creation.)

Chapter Thirteen: Bestiary

Many fantastic creatures and opponents await the brave adventurers of The Legends of Sinbad!

Aquatic

The creature is native to the water. It is a natural swimmer and cannot drown. While in the water, its Pace is generally equal to its Swimming skill, but some creatures (usually fish) may have much higher movement rates.

Armor

A creature's Armor adds to the creature's Toughness (already added in to its statistics), usually in all locations. Thick, leathery hide generally offers 2 points of Armor. "Armored" creatures like a stegosaurus generally have 4 or more points of protection. Supernatural creatures may have much higher Armor values. A living statue, for example, might have 8 points of Armor or more.

Burrowing

From massive worms to sand-dwelling humanoids, many creatures are able to burrow beneath the earth and move within it. These creatures can tunnel underground and reappear elsewhere for devastating surprise attacks against their foes. The distance a creature can burrow in a turn is written immediately after its Burrow ability. A burrowing creature may tunnel on its action, and may erupt from the ground at any point within its burrowing Pace the same round if desired. It cannot be attacked while beneath the earth unless the attacker has some special means of detecting it and penetrating the intervening dirt.

Burrowing creatures strike by erupting from beneath their opponents and taking them by surprise. When this occurs, the Burrowing creature makes an opposed Stealth roll versus the target's Notice. If the creature wins, it gains +2 to attack

Construct

Robots, golems, and other animated objects are collectively called "constructs." Some are sentient beings while others are mere automatons following the will of a hidden master.

Whatever their origin or material, such beings have several inherent advantages over creatures of flesh and blood:

- Constructs add +2 when attempting to recover from being Shaken.
- Constructs do not suffer additional damage from called shots (unless otherwise specified in their description).
- Construct Wild Cards never suffer from Wound Modifiers.
- Constructs do not suffer from disease or poison.

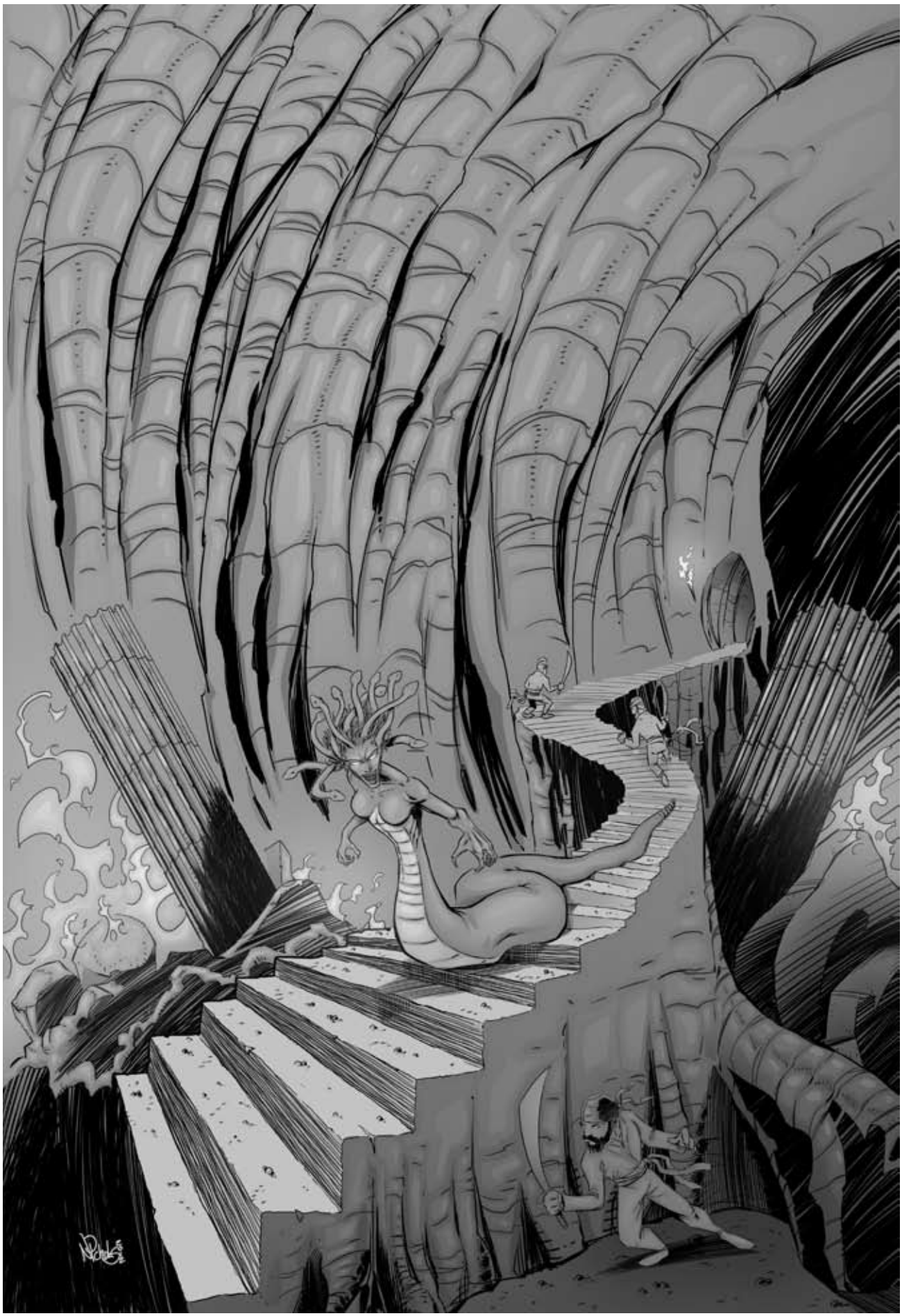
Elemental

Air, earth, fire, and water form the basis of the elemental realms, wherein dwell strange, unfathomable creatures.

- Elementals suffer no additional damage from called shots.
- Elementals are Fearless.
- Elemental Wild Cards never suffer from Wound Modifiers.
- Elementals do not suffer from disease or poison.

Ethereal

Ghosts, shadows, will-o'-the-wisps, and similar intangible creatures have no form in the physical world (or



can turn it on and off at will). They cannot be harmed by physical attacks, and cannot even be seen unless they desire to be. Ethereal creatures are always affected by magical items, weapons, and supernatural powers.

Most ethereal creatures can still affect things in the physical world-throwing objects, wielding ghostly swords, or even pushing heroes down long, dark stairs.

Fear

Particularly frightening monsters cause Fear checks to all who see them. Some truly terrifying monsters may inflict penalties on Fear checks as well. A creature with Fear -2, for instance, causes those who see it to make their Fear checks at -2.

Fearless

Mindless creatures, some undead, robots, and the like don't suffer from the weaknesses of the mortal mind. Fearless creatures never suffer from Fear effects and cannot be Intimidation (though they may be affected by Taunts).

Flight

The creature can fly at the listed Pace and ignores the effects of difficult ground. The flyer also has a Climb score that reflects its in-air maneuverability. The number is entirely relative and is mostly used for Chases to determine if the beast is more maneuverable than its foes.

Gargantuan

Gargantuan creatures are those that are at least size 9 or better. Classic movie monsters like Godzilla or King Kong fit into this category. Gargantuans have Heavy Armor, so they can only be hurt by Heavy Weapons, and all their attacks count as Heavy Weapons as well. Gargantuans suffer the penalty for being Huge: +4 to ranged attack rolls from man-sized creatures.

When a Gargantuan creature makes a stomp attack (Game Master's call), add its Size to its damage roll, but subtract the Size of the foe as well. Don't add the size of inanimate obstacles such as vehicles, buildings, or ships-that's already figured into their Toughness.

Hardy

Very tough and resilient creatures do not fall from lesser wounds, no matter how many they suffer. A decisive blow is needed to put one of these tenacious creatures down. If the beast is Shaken, further Shaken results have no further effect-they do not cause a wound.

Infection

A vampire's bite, a horrid spider-like creature that injects eggs into its victim's wounds, or even the disease-born scratching of rats are all examples of Infection.

Whenever a character is Shaken or wounded by a creature with Infection, the victim must make a Vigor roll. Modifiers to the roll are listed in the creature's description, as are the effects of failure.

Infravision

Nocturnal beasts often see in the infrared spectrum-meaning they can "see" by detecting heat. Creatures with Infravision halve penalties (round down) for bad lighting when attacking living targets.

Clever characters may figure out ways to mask their heat from such creatures. Smearing cold mud over one's body or wearing special heat-filtering suits generally obscures the target from those with Infravision. Creatures with Infravision almost always have normal sight as well.

Immunity

Creatures born in fire aren't affected by heat, and a horror made of pure lightning won't suffer from a bolt attack with an electrical trapping.

Immunities are always to specific types of attacks, such as fire, cold, electricity, and so on. Such creatures aren't Invulnerable, they just ignore damage from the specific attack types named.

Invulnerability

Invulnerable creatures can be Shaken, but they can't be wounded by anything but their Weakness (all such creatures have at least one if not more). An ancient dark god given life by misguided cultists, for example, might be immune to mortal weapons, but is vulnerable to shards of stained glass gathered from a church.

Low Light Vision

Many monsters, and even fantasy races such as elves and dwarves, are typically able to see in all but the blackest darkness. Low light vision ignores penalties for Dim and Dark lighting, allowing the creature to see in all but pitch black conditions.

Paralysis

Certain creatures and poisons can instantly paralyze a foe, rendering the victim easy prey for the thing's dark designs or ravenous appetite. A target who suffers damage or a Shaken result from such a creature must make a Vigor roll or be paralyzed and incapable of any action-even speech-for 2d6 rounds or longer.

Poison

Snakes, venom-coated daggers, and so on afflict their victims with dangerous poison. Poisons are described in more detail in the Hazards section.

A creature with the Poison ability typically injects it via a bite or scratch. To do so, the thing must cause at least a Shaken result to the victim, who then makes a Vigor roll modified by the strength of the poison (listed in parentheses after the creature's Poison ability). The effects of failure are described in each creature's description.

Regeneration

Legend has it that trolls, vampires, and certain other types of legendary creatures can Regenerate damage

caused to them. Regeneration comes in two types: Fast and Slow.

• Fast Regeneration lets a wounded creature make a Vigor roll every round to heal any damage it has sustained- even after it has been "killed." A success heals one wound (or removes Incapacitated status), and a raise heals an additional wound. Most creatures with this ability also have a Weakness or Vulnerability, such as fire. Wounds from the creature's Weakness or Vulnerability do not regenerate, but may still heal naturally. Creatures with Fast Regeneration also add +2 to Spirit rolls made to recover from being Shaken.

• Slow Regeneration means the creature won't be suddenly healing itself during a fight, but may recover its wounds quickly between encounters. Slow regenerators make a natural Healing roll once per day.

Size

A creature's size has a lot to do with how much damage it can take, so we add a modifier to its Toughness to reflect its tremendous mass. Note that a beast's size has nothing to do with Vigor-even a mighty kraken can catch a cold or tire out.

The Toughness modifiers on the table below represent average specimens of particular species for comparison, but there are always exceptions. Not every great white has a +4 Toughness bonus. A young specimen might have a +3, while a larger fish might be +5 or even +6.

The same is true for humans. Small humans suffer a -1 penalty, while those with the Brawny Edge gain a +1 bonus. Use the table as a baseline when creating your own creatures then adjust for particularly large or smaller versions.

Toughness Modifiers

Mod	*Size of a...*
-2	*Cat, fairy, pixie, large rat, dog*
-1	*Large dog, bobcat, dwarf, small human*
0	*Human*
+1	*Large human*
+2	*Bull, gorilla, bear, horse*
+3	*Ogre, bear*
+4	*Rhino, great white shark*
+5	*Small elephant*
+6	*Bull elephant*
+7	*Orca*
+8	*Dragon*
+9	*Blue whale*
+10	*Kraken, leviathan*

> **Minimum Toughness:** Normal creatures have a minimum Toughness of 2 regardless of modifiers. Only insects and the like have Toughness scores of 1.

Small/Large/Huge

Creatures the size of rats or pixies are very difficult to hit, especially when moving. Assuming such a creature is active, attackers subtract 2 from any attack rolls directed at it.

Large creatures, at least the size of a rhino, are somewhat easier to hit. Attackers may add +2 to any attack rolls directed at Large targets.

Truly Huge creatures, at least as big as a dragon, are +4 to be hit.

This particular special ability is relative. Two elephants don't get the bonus when fighting each other, but a pixie who joins the fight adds +4 to its roll. If the elephant strikes back, it subtracts 4 from its roll.

Strength

Strength is a Trait, not a special ability, but because very large creatures exceed the normal human range of d4 to d12, you might need a little more information when creating your own creatures.

Creatures of human or lesser Strength should be expressed as a d4 through a d12, as you think appropriate. Stronger creatures, such as gorillas, ogres, and so on, have a d12 plus a bonus. The bonus depends on how strong the creature is and how well it can use that strength in combat. Just as with humans, there is variation within each species, however. A mother gorilla may have a Strength of d12+1, while her much larger mate has a Strength of d12+3.

Here's a quick comparison to help you figure out what Strength creatures of your own creation should have.

Creature Strength

Creature	*Strength*
Gorilla, bear, ogre	*d12+1 to +3*
Rhino, great white	*d12+3 to +6*
Elephant, drake, T-Rex	*d12+5 to +8*
Dragon	*d12+9 to +12*

Stun

A creature with this ability often has an electrical attack, mild toxin, mind lash, or similar trapping. When it successfully hits a character (even if it causes no damage), the victim must make a Vigor roll minus any listed penalties or be Shaken. He cannot attempt to recover from being Shaken for 1d6 rounds.

Undead

Zombies, skeletons, and similar Undead horrors are particularly difficult to destroy. Below are the benefits of being such an abomination.

- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from Wound Modifiers.
- Undead do not suffer from disease or poison.

Wall Walker

Some creatures have the ability to walk on walls. These creatures only make Climbing rolls in the most adverse and stressful situations-otherwise they automatically walk on vertical or inverted surfaces just as a human walks on the earth.

A Wall Walker's Pace when walking on walls is its standard movement rate. It may run as usual when walking on walls unless the specific creature's text says otherwise.

Weakness

Some creatures suffer additional damage or other effects when attacked by their Weakness. A creature made of ice, for example, might take double damage from fire. A vampire suffers from a Weakness to sunlight, causing it to catch fire and burn when exposed to its rays.
See the creature's description for the particular effects of its Weakness.

Some creatures can only be killed by their Weakness. They may feel pain or even become Shaken from other attack types, but only suffer wounds when struck by their Weakness. A vampire, for instance, ignores wounds from swords and bullets, but suffers damage normally if hit in the heart with a wooden stake.

Below are some beasts and monsters found in The Legends of Sinbad. Note that for some creatures, Smarts is listed relative to the animal world, and is thus followed by an (A) to remind you that this is animal intelligence, not people intelligence, so don't expect a dolphin to drive off in your tank just because it's a relatively smart animal. Creatures with animal intelligence do not typically Advance as Allies-this only happens if the animal is gained via an Edge.

Alligator/Crocodile

The statistics here represent an average specimen of either species. Much larger versions are often found in more remote areas.
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Notice d6, Swimming d8
Pace: 3; **Parry:** 6; **Toughness:** 9 (2)
Special Abilities
- Armor +2: Thick skin.
- Aquatic: Pace 5.
- Bite: Str+d6.
- Rollover: Both gators and crocs are notorious for grasping their prey in their vice-like jaws and rolling over and over with their flailing victims in their mouth. If one of these large amphibians hits with a raise, it causes an extra 2d4 rollover damage to its prey in addition to its regular Strength damage.

Bandit

Bandits can be found in every realm of The Legends of Sinbad.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d6
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)
Hindrances: Greedy, Mean
Edges: -
Gear: Leather armor (+1), various weapons

Bandit Chief

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Riding d8, Shooting d10, Stealth d8, Throwing d8
Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)
Hindrances: Greedy, Mean
Edges: Block, Combat Reflexes, Command
Gear: Chain mail (+2), various weapons

Bear, Large

Large bears are a real threat in the wilds of Europe.
Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Fighting d8, Notice d8, Swimming d6
Pace: 8; **Parry:** 6; **Toughness:** 10
Special Abilities
- Bear Hug: Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- Claws: Str+d6.
- Size +2: These creatures can stand up to 8' tall and weigh over 1000 pounds.

Bull

Bulls are usually only aggressive toward humans when enraged.
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12
Skills: Fighting d4, Notice d6
Pace: 7; **Parry:** 4; **Toughness:** 10
Special Abilities
- Horns: Str+d6.
- Gore: Bulls charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- Size +2: Bulls are large creatures.

Cat, Small

This is an ordinary house cat, the sort that might be a familiar for a sorcerer, a Beast Master's animal friend, or an alternate form for the shape change power.
Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d4, Vigor d6
Skills: Climbing d6, Notice d6, Stealth d8
Pace: 6; **Parry:** 3; **Toughness:** 3
Special Abilities
• Acrobat: +2 to Agility rolls to perform acrobatic maneuvers; +1 to Parry if unencumbered.
• Bite/Claw: Str.
• Low Light Vision: Cats ignore penalties for Dim and Dark lighting.
• Size -2: Cats are typically less than a foot high.
• Small: Attackers subtract 2 from their attacks to hit.

Centaur

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Notice d8, Shooting d8, Stealth d6, Survival d8
Pace: 8; Parry: 7; Toughness: 9 (1)
Gear: Leather armor (+1), large club (Str+d6, Parry +1, Reach 1), bow (Range 12/24/48, Damage 2d6)
Special Abilities:
• Fleet Footed: Centaurs roll a d8 when running, instead of a d6.
• Hooves: Str.
• Size +2: Centaurs are the same size as riding horses.

Cerberus

A Cerberus can be a two- or three-headed dog or wolf. Typically oversized, and highly aggressive. If trained properly, they make excellent guard hounds.
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d10
Pace: 8; **Parry:** 5; **Toughness:** 4
Special Abilities
• Bite x2 or x3: Str+d6.
• Fleet-Footed: Roll a d10 when running instead of a d6.
• Go for the Throat: Cerberi instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
• Large: +1

Chimera

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12, Vigor d8
Skills: Fighting d8, Notice d8
Pace: 8; **Parry:** 6; **Toughness:** 8
Special Abilities:
• Bite/Claw: Str+d6.
• Fiery Breath: Chimeras breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A chimera may not attack with its claws or bite in the same round it breathes fire.
• Improved Frenzy: If a chimera does not use its Fiery Breath Ability, it may make an additional Fighting attack with no penalty.
• Size +2: Chimera weigh over 500 pounds.
• Two Fisted: A chimera may attack with its claws and bite in the same round with no multi-action penalty.

Demon, Soldier

There are many types of demons and Old Ones. This is but one of the most common types, often sent to make dark pacts with mortals in exchange for power, wealth, forgotten knowledge, or magic. All such pacts come with a very steep price.
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6

Pace: 6; **Parry:** 5; **Toughness:** 5
Special Abilities:
• Berserk: Demonic soldiers can go berserk at will.
• Bite/Claws: Str+d6.
• Demon: +2 to recover from being Shaken; Immune to poison and disease; Halfdamage from non-magical attacks except for cold iron.
• Size -1: Demonic soldiers are rarely larger than 4' tall.
• Weakness (Cold Iron): Demons take normal damage from cold iron weapons.

Dire Wolf

Dire wolves are very large and feral wolves. They may be found roaming in packs in the deepest, darkest woods of Germania.
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6
Pace: 10; **Parry:** 6; **Toughness:** 6
Special Abilities
• Bite: Str+d6.
• Go for the Throat: Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
• Fleet-Footed: Dire wolves roll d10s instead of d6s when running.

Dog/Wolf

The stats below are for large attack dogs, as well as wolves, hyenas, and the like.
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d10
Pace: 8; **Parry:** 5; **Toughness:** 4
Special Abilities
• Bite: Str+d4.
• Fleet-Footed: Roll a d10 when running instead of a d6.
• Go for the Throat: Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
• Size -1: Dogs are relatively small.

[Wild Card]Drake

Drakes are non-flying dragons with animal intelligence. They are much more aggressive in direct combat than their distant cousins, however.
Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12
Skills: Fighting d10, Intimidation d12, Notice d8
Pace: 6; **Parry:** 7; **Toughness:** 17 (4)
Special Abilities
• Armor +4: Scaly hide.
• Claws/Bite: Str+d8.
• Fear: Drakes are frightening creatures to behold.
• Fiery Breath: Drakes breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire (see Fire).

A drake may not attack with its claws or bite in the round it breathes fire.
• Large: Attackers add +2 to their attack rolls when attacking a drake due to its large size.
• Size +5: Drakes are over 20' long from snout to tail, and weigh in at over 3000 pounds.
• Tail Lash: A drake can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the creature's Strength -2.

[Wild Card]Dragon

Dragons are fire-breathing monsters that bring doom and despair to the villages they ravage. Such creatures should not be fought lightly as they are more than a match for even a party of experienced adventurers. These beasts are quite intelligent as well, and use all of their advantages when confronted by would-be dragon- slayers.
There are many such dragons throughout the Anglo-Saxon kingdoms. They often kidnap maidens and demand treasure as tribute-they have a particular lust for gold.
Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12
Skills: Fighting d10, Intimidation d12, Notice d12
Pace: 8; **Parry:** 7; **Toughness:** 20 (4)
Special Abilities
• Armor +4: Scaly hide.
• Claws/Bite: Str+d8.
• Fear -2: Anyone who sees a mighty dragon must make a Fear check at -2.
• Fiery Breath: Dragons breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A dragon may not attack with its claws or bite in the round it breathes fire.
• Flight: Dragons have a Flying Pace of 24" and Climb 0.
• Hardy: The creature does not suffer a wound from being Shaken twice.
• Huge: Attackers add +4 to their Fighting or Shooting rolls when attacking a dragon due to its massive size.
• Improved Frenzy: If a dragon does not use its Fiery Breath ability, it may make two Fighting attacks with no penalty.
• Level Headed: Act on best of two cards.
• Size +8: Dragons are massive creatures. This version is over 40' long from nose to tail, and weighs well over 30,000 pounds.
• Tail Lash: The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to the dragon's Strength -2.

Elementals

Elementals are living spirits of earth, fire, water, and air. These are average examples of such creatures.

Earth Elemental

Earth elementals manifest as five-foot tall, vaguely man-shaped collections of earth and stone. Though amazingly strong, they are also quite slow and ponderous.
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10
Skills: Fighting d8, Notice d4
Pace: 4; **Parry:** 6; **Toughness:** 11 (4)
Special Abilities
• Armor +4: Rocky hide.
• Bash: Str+d6.
• Burrow (10"): Earth elementals can meld into and out of the ground.
• Elemental: No additional damage from called shots; Fearless; Immune to disease and poison.

Fire Elemental

Fire elementals appear as man-shaped flame.
Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Climbing d8, Fighting d10, Notice d6, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 5
Special Abilities
• Elemental: No additional damage from called shots; Fearless; Immune to disease and poison.
• Invulnerability: Fire Elementals are immune to all non-magical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
• Fiery Touch: Str+d6; chance of catching fire.
• Flame Strike: Fire elementals can project a searing blast of flame using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.

Water Elemental

Water spirits are frothing, man-shaped creatures of water and sea-foam.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Notice d6, Shooting d8, Swimming d12+2
Pace: 6; **Parry:** 6; **Toughness:** 7
Special Abilities
• Aquatic: Pace 12
• Elemental: No additional damage from called shots; Fearless; Immune to disease and poison.
• Invulnerability: Water elementals are immune to all Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12 non-magical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.
• Seep: Water elementals can squeeze through any porous gap as if it were Difficult Ground.
• Slam: Str+d6, nonlethal damage.
• Waterspout: Water spirits can project a torrent of water using the Cone Template. Those in the area may make an Agility roll opposed by the spirit's Shooting to avoid it or suffer 2d8 nonlethal damage. This puts out any normal fires.

Air Elemental

Air elementals manifest as sentient whirlwinds.
Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d8, Notice d8, Shooting d6
Pace: -; **Parry:** 6; **Toughness:** 5
Special Abilities
• Elemental: No additional damage from called shots; Fearless; Immune to disease and poison.
• Ethereal: Air Elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water, and rush through sails.
• Flight: Air Elementals fly at a rate of 6" with a Climb of 3. They may not run.
• Invulnerability: Immune to all non-magical attacks except fire.
• Push: The air elemental can use an action to push a single adjacent target 1d6" directly away with a concentrated blast of air. The victim makes a Strength roll, with each success and raise reducing the amount moved by 1" (to a minimum of 0).
• Wind Blast: Air Elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d6 points of nonlethal damage.
• Whirlwind: As long as the air elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check and if the air elemental wins then its foe is pulled into the swirling maelstrom of its body. While trapped, the target is at -2 on all rolls including damage, to hit and Strength rolls to free himself. The air elemental cannot move as long as it wants to keep foes trapped inside its form.

Faerie

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d4, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10
Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
• Attractive: Faeries resemble attractive human females.
• Magic: Faeries have 30 Power Points and a wide host of Powers. Most of their powers revolve around hiding, illusion, and enchantment.

[Wild Card] Genie

Strength d12, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d8, Spellcasting d10, Taunt d10
Pace: 6; **Parry:** 6; **Toughness:** 7
Gear: Scimitar (Str+d8)
Special Abilities:
• Immunity (Fire): Genies suffer no damage from fire or heat, being born of such material.
• Invisibility: Genies can become completely invisible with a successful Smarts roll and can remain that way indefinitely.
• Magic: In addition to their other abilities, genies have 20 Power Points and know the following powers: blast (fire trapping), bolt (fire trapping), fear, and shape change.
• Servitude: A genie Incapacitated by violent means will seek to make a bargain with its opponent. The jinni offers service for a year and a day in return for sparing its life. During the period of servitude, the jinni is gracious and obedient (though not suicidal), but once the period elapses it strives to destroy the one who forced its enslavement.
• Smoky Form: A genie can assume a smoky form with a successful Smarts roll. While in this form, the genie cannot be harmed by any means, but it cannot affect the world in any way. As smoke, they can fit into small containers, such as lamps.
• Teleport: Genies can teleport anywhere in the world. A Smarts roll is required for teleporting to an unseen location as normal.
• Variable Size: Genies can vary their size from that of a man (their base form) to over 100' high. The base statistics assume they are human-sized. Each point of Size they gain gives them +1 Toughness and Strength. At Size +4 they become Large creatures, at Size +8 they are Huge, and at Size +12 and over they are Gargantuan. Changing Size requires a Smarts roll, with the jinni gaining or losing 1 level of Size per success and raise. The roll may be made once per round.
• Weakness (Earth): Genies were born of fire, but man, who the gods favor over genies, was born of clay. Attacks involving earth, whether thrown rocks or magical trappings, inflict double damage.

[Wild Card] Giant Golden King Cobra

This legendary creature is said to be the spawn of the ancient god Set, and is worshiped by the serpent men (see later this chapter). Though a serpent, this creature is intelligent and cunning, and some say they live to be hundreds-perhaps thousands-of years old.
Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+10, Vigor d12
Skills: Fighting d10, Notice d10
Pace: 6; **Parry:** 5; **Toughness:** 22 (4)
Special Abilities
• Armor +4: Scaly hide.
• Bite: Str+d10.
• Gargantuan: The giant king cobra are Huge and thus suffer +4 to ranged attacks against them. Their attacks count as Heavy Weapons, and they add their Size to Strength rolls.
• Hardy: The creature does not suffer a wound from being Shaken twice.
• Poison: Any living creature bitten by this creature must succeed at a Vigor roll or instantly perish.
• Size +10: Giant golden king cobra are usually well over 50' long.

[Wild Card] Giant Sandworm

Massive worms tunnel beneath the sands of the Abbasid Caliphate, seeking to gobble up unsuspecting travelers. The things sense vibrations through the earth, hearing a walking person at about 200 yards. The stats below are for a monster some 50' long.
Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12
Skills: Fighting d6, Notice d10, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 22 (4)
Special Abilities
• Armor +4: Scaly hide.
• Bite: Str+d8.
• Burrow (20"): Giant worms can disappear and reappear on the following action anywhere within 20".
• Gargantuan: The worms are Huge and thus suffer +4 to ranged attacks against them. Their attacks count as Heavy Weapons, and they add their Size to Strength rolls.
• Hardy: The creature does not suffer a wound from being Shaken twice.
• Size +10: Giant worms are usually well over 50' long and 10' or more in diameter.
• Slam: Giant worms attempt to rise up and crush their prey beneath their massive bodies. This is an opposed roll of the creature's Fighting versus the target's Agility. If the worm wins, the victim suffers 4d6 damage.

Giant Scorpion

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d10
Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 11 (3)
Special Abilities:
• Armor +3: Chitinous skin.
• Grapple: A scorpion may grapple a foe with one or both pincers. If it uses both, each must make a successful opposed Strength roll. Escaping from a double grapple gives the prey a -4 penalty to his Strength roll to escape. A stinger attack against a grappled foe is made at +2, +4 if the victim is held in both pincers.
• Improved Frenzy: Giant scorpions may make 2 Fighting attacks with no multiaction penalty.
• Pincers: Str+d4.
• Poison: Anyone wounded or Shaken by a stinger attack must make a Vigor roll or immediately become Incapacitated. Death follows in 2d6 rounds.
• Stinger: Str+d6.
• Size +1: Giant scorpions measure 7' in length.

[Wild Card] Giant Walrus

These terrifying beasts can be found in the frozen, windswept tundra of Hyperborea.
Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12
Skills: Fighting d6, Notice d4
Pace: 6; **Parry:** 5; **Toughness:** 16 (2)

Special Abilities:
• Armor +2: Thick hide and fur.
• Immunity (Cold): Giant walruses take no damage from cold, including magical attacks.
• Large: Attackers have +2 to attack rolls against these beasts due to their size.
• Size +6: Giant walruses weigh over 5,000 pounds.
• Trample: Str.
• Tusks: Str+d6.

Ghost

Spectres, shades, and phantoms sometimes return from death to haunt the living or fulfill some lost goal.
Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12
Pace: 6; **Parry:** 5; **Toughness:** 5
Gear: Thrown objects (Str+d4).
Special Abilities
• Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.
• Fear -2: Ghosts cause Fear checks at -2 when they let themselves be seen.

Ghul

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation d8, Notice d8, Stealth d10, Tracking d8
Pace: 6; **Parry:** 5; **Toughness:** 8
Special Abilities:
• Claws: Str+d4.
• Infravision: Ghuls halve penalties (round down) for bad lighting when attacking living targets.
• Keen Nose: Ghuls get +2 to Notice and Tracking rolls against living targets.
• Paralysis: Victims of a ghul's claw attacks must make a Vigor roll at -2 or be paralyzed for 1d6 rounds.
• Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison.

Giant

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d6, Throwing d8
Pace: 8; **Parry:** 6; **Toughness:** 13 (1)
Gear: Skins or furs (+1), Large maul or tree trunk (Str+d10, carried in one hand), thrown rock (Range: 6/12/24, Damage: 3d6)
Special Abilities:
• Clueless: Giants receive a -2 penalty to Common Knowledge rolls.
• Improved Sweep: Giants can attack all adjacent foes at no penalty.
• Large: Attackers gain +4 to attack rolls against giants due to their size.
• Size +5: Giants are over 20' tall.

Goblin

Sinister little creatures, goblins exist throughout the Celtic, Anglo-Saxon, and Carolingian kingdoms. They are detested for stealing children off into the night.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Climbing d6, Fighting d6, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d6, Swimming d6
Pace: 5; **Parry:** 5; **Toughness:** 4
Gear: Short spears (Str+d4).
Special Abilities
• Infravision: Goblins halve penalties for dark lighting against living targets (round down).
• Size -1: Goblins stand 3-4' tall.

Golem

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12+1
Skills: Fighting d10, Intimidation d10, Notice d6
Pace: 6; **Parry:** 6; **Toughness:** 15 (5)
Gear: Great axe (Str+d10, -1 Parry, requires 2 hands)
Special Abilities:
• Armor +5: Magically hardened metal.
• Construct: +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
• Fearless: Golems are immune to Fear and Intimidation.
• Improved Arcane Resistance: +4 Armor against

damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
• Improved Sweep: Metal golems may attack all adjacent creatures at no penalty.
• Size +2: Metal golems stand over 10' high and weigh 6,000 pounds.

Gorgon

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation d10, Notice d8, Shooting d8, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 6
Gear: Short sword (Str+d6), bow (Range: 12/24/48, Damage: 2d6)
Special Abilities:
• Petrify: The visage of a gorgon is deadly to behold. In combat, a character may avert his eyes by taking a penalty to his attack roll. The attacker may take a -1, -2, -4, or -6 penalty to his attack roll (his choice).

Whether the attack is successful or not, he must then make a Spirit roll with a bonus equal to the penalty he took to his attack roll.

On a failure, he catches sight of the medusa's face and is turned to stone - permanently.

A character Surprised by a gorgon may make an Agility roll at -4 to avert his gaze.
• Snake Hair: The writhing snake hair of a gorgon can attack all adjacent foes with no multi-action penalty. The bite inflicts d4+2 damage, and also delivers poison.

Victim must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.
• Poison Arrow: As an action, a gorgon may drip venom from a snake onto an arrow. The poison is good for one shot and functions as described in Snake Hair.

Harpy

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6
Pace: 2; **Parry:** 5; **Toughness:** 5
Special Abilities:
• Claws: Str+d4.
• Flight: Harpies have a Flying Pace of 8" and a Climb of 4".
• Poison (-2): Harpies live in unsanitary habitats, and their claws are caked in filth.

Any victim wounded or Shaken by a claw attack must make a Vigor roll or the wound becomes infected. Each day, the victim must make a Vigor roll or gain a level of Fatigue. A successful Healing roll, also at -2, cleans out the infection. Fatigue levels are recovered at the rate of one per day once the infection is stopped.

Horse, Riding

Riding horses are medium-sized animals that manage a good compromise between speed and carrying capacity.
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Fighting d4, Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 8
Special Abilities
• Fleet-Footed: Horses roll a d8 when running instead of a d6.
• Kick: Str.
• Size +2: Riding horses weigh between 800 and 1000 pounds.

Horse, War

War horses are large beasts trained for aggression. They are trained to fight with both hooves, either to their front or their rear. In combat, the animal attacks any round its rider doesn't make a trick maneuver of some kind.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities

• Fleet-Footed: War horses roll a d8 when running instead of a d6.

• Kick: Str+d4.

• Size +3: Warhorses are large creatures bred for their power and stature.

Hydra

d8, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d10, Notice d6

Pace: 5; **Parry:** 5; **Toughness:** 13 (2)

Special Abilities:

• Armor +2: Scaly hide.

• Bite: Str+d6, Reach 1.

• Fiery Breath: Some hydras breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. Individual heads may not attack with bite in the round they breathe fire.

• Multiple Heads: Hydras have between four and ten heads. Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than four heads may attack a single target, regardless of its size. Every head has 1 wound and is severed if it is Incapacitated.

Damage caused to heads does not affect the hydra, though it dies when the last head is severed.

• Regeneration: Each round after a head is severed, the hydra makes a Vigor roll. On a success, any severed heads are replaced by two new ones. Damage caused by fire prevents regeneration, as does cauterizing the wound before a new heads grow. This requires a successful Fighting roll with a torch or other flaming object.

• Size +5: Hydra are large creatures. Most weigh over 10,000 pounds.

Knight

In the Anglo-Saxon kingdoms and the Carolingian Empire, knights have risen as an elite warrior class dedicated to their lord and protecting the people.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: Code of Honor

Edges: Command, Noble

Gear: Corselet (+3), chain arms and legs (+2), closed helm (+3), long sword (Str+d8), medium shield (+1 Parry), lance (Str+d8, Reach 2, AP2 when charging), war horse

Veteran Knight

These knights are the elite of a kingdom, having survived several battles. Most own a small castle and can call upon at least 100 men-at-arms.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d6, Knowledge (Battle) d8, Notice d6, Riding d10

Charisma: +2; Pace: 6; Parry: 10; Toughness: 10 (3)

Hindrances: Code of Honor

Edges: Block, Combat Reflexes, Command, Fervor, Frenzy, Level Headed, Noble

Gear: Corselet (+3), plates arms and legs (+3), closed helm (+3), long sword (Str+d8), large shield (+2 Parry), lance (Str+d8, Reach 2, AP2 when charging), war horse

Black Knight

Sometimes, knights turn to evil. When they do, they are known as black knights.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Healing d6, Intimidation d6, Notice d6, Persuasion d8, Riding d8

Charisma: +2; Pace: 6; Parry: 7; Toughness: 10 (3)

Hindrances: Code of Honor, Vow

Edges: Command, Holy/Unholy Warrior, Noble

Gear: Corselet (+3), plates arms and legs (+3), closed helm (+3), long sword (Str+d8), medium shield (+1 Parry), lance (Str+d8, Reach 2, AP2 when charging), war horse

Kraken

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d8
Skills: Fighting d8, Notice d6, Stealth d6, Swimming d6
Pace: 0; Parry: 6; Toughness: 12
Special Abilities:
• Aquatic: Pace 6".
• Huge: Characters add +4 when attacking a kraken due to their great size.
• Size +6: The body of a kraken is as big as a sloop, while each tentacle is over 20' long.
• Tentacles: A kraken may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the octopus does its Strength damage automatically by crushing with its arms and rending with its beak.

Lamassu

Attributes: Agility d8, Smarts d12+1, Spirit d10, Strength d10, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d10, Stealth d8, Taunt d12

Pace: 8; **Parry:** 6; **Toughness:** 8
Special Abilities:
• Bite/Claw: Str+d6.
• Flight: Lamassu have a Flying pace of 12" and a Climb of 6".
• Size +2: Lamassu are the same size as lions.
• Strong Willed: As masters of trickery, lamassu gets a +2 bonus on Tests of Will.
• Wise: Lamassu are renowned for their wisdom. They get +2 to all Common Knowledge rolls and roll a d8 for all Knowledge skills.

Lion

The kings of the jungle are fierce predators, particularly in open grassland where their prey cannot seek refuge.
Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8
Skills: Fighting d8, Notice d8
Pace: 8; **Parry:** 6; **Toughness:** 8
Special Abilities
• Bite or Claw: Str+d6.
• Improved Frenzy: Lions may make two Fighting attacks each action at no penalty.
• Low Light Vision: Lions ignore penalties for Dim and Dark lighting.
• Pounce: Lions often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
• Size +2: Male lions can weigh over 500 pounds.

Manticore

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10
Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Tracking d6
Pace: 8; **Parry:** 6; **Toughness:** 9
Special Abilities:
• Bite/Claw: Str+d6.
• Defensive Volley: Rather than fire its tail darts at one target, the manticore may launch them in a circular pattern. The manticore makes a single Shooting roll against all target within range. Victims suffer 2d6 damage. The manticore may take no other actions in the round it uses this ability, including movement. This ability may be used only once per day and uses all the darts in the tail. There must be at least 3 volleys of darts left for this ability to work.
• Improved Frenzy: Manticores may make two Fighting attacks each action at no penalty.
• Tail Darts: Each round, a manticore may fire a volley of darts at one target (Range: 4/8/16, Damage: 2d6). It may not fire its darts at the same target it attacks with its claws or bite during the same round.
A manticore can only fire 10 volleys in a single day.
• Size +2: Manticores weigh over 600 pounds.

Minotaur

Minotaurs stand over 7' tall and have massive, bull-like heads and horns. They are found throughout the vine-choked ruins in Greece.
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d12
Skills: Fighting d10, Intimidation d12, Notice d10, Throwing d6
Pace: 8; **Parry:** 8; **Toughness:** 11 (1)
Gear: Leather armor (+1), spear (Str+d6, Reach 1, Parry+1).
Special Abilities
• Horns: Str+d4.
• Fleet-Footed: Minotaurs roll d10s instead of d6s when running.
• Gore: Minotaurs use this maneuver to gore their opponents with their horns. If they can charge at least 6" before attacking, they add +4 to their damage total.
• Size +2: Minotaurs stand over 7' tall.

Mule

Mules are a cross between a donkey and a horse, and are usually used to haul heavy goods or pull wagons.

Like any good pet, the GM should feel free to give the mule a little personality. The expression "stubborn as a mule" certainly comes to mind.
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Notice d4
Pace: 6; **Parry:** 2; **Toughness:** 8
Special Abilities
• Fleet-Footed: Mules roll d8 instead of d6 when running.
• Kick: Str.
• Ornery: Mules are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
• Size +2: Mules are stocky creatures weighing up to 1000 pounds.

Ogre

Brutish and dumb, ogres plague forested hills in the Carolingian Empire, as well as the Anglo-Saxon and Celtic kingdoms.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12
Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6
Pace: 7; **Parry:** 6; **Toughness:** 12 (1)
Gear: Thick hides (+1), massive club (Str+d8).
Special Abilities
• Size +3: Most ogres are over 8' tall with pot-bellies and massive arms and legs.
• Sweep: May attack all adjacent characters at -2.

Mummy

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12
Skills: Fighting d8, Intimidation d8
Pace: 4; **Parry:** 6; **Toughness:** 10
Special Abilities:
• Arcane Resistance: +2 Armor versus magic, and +2 to rolls made to resist magical effects.
• Fear: Anyone seeing a guardian mummy must make a Spirit roll or become Shaken.
• Fist: Str+d6.
• Mummy Rot: Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound.
• Shuffling Gait: Guardian mummies roll a d4 running die.
Bestiary
• Undead: +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots.
• Weakness (Fire): Mummies take +4 damage from fire.

Naga

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10
Skills: Fighting d8, Intimidate d8, Notice d10, Persuade d10, Stealth d4, Taunt d8
Pace: 7; **Parry:** 6; **Toughness:** 10
Special Abilities:
• Bite: Str+d4.
• Constrict: A naga may choose to constrict a foe in her coils by making a Fighting attack.
The round it entangles and each round thereafter it causes Str+d8 damage. The prey may attempt to escape by getting a raise on an opposed Strength roll. Given its large size, a naga may constrict one foe and bite another, suffering the standard multiaction penalty.
• Hypnotic Gaze: The naga can use the puppet power using her Smarts instead of an arcane skill. She can use and maintain the power indefinitely, but may only affect one target at a time.
• Quick: A naga is frighteningly quick for its size, and redraws cards of 5 or less.
• Shape Change: As an action, a naga can change into female human form with a Smarts roll at -2. Changing back into naga form requires a Smarts roll.
• Size +3: A naga is 15' long and about a foot in diameter.
• Strong Willed: A naga cannot be swayed by threats or taunts. She receives a +2 bonus to defend against Tests of Will.

Peasant

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge (Any, but most likely Agriculture, Geography, Local Lore, or Trade) d6, Notice d6, Shooting d4, Stealth d6
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: -
Edges: -
Gear: Knife (Str+d4), improvised weapons (Str+d4)

Pegasus

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Fighting d6, Notice d6
Pace: 8; **Parry:** 5; **Toughness:** 8
Special Abilities:
• Flying: Pegasi have a Flying Pace of 12" and a Climb of 6".
• Kick: Str.
• Size +2: Pegasi weigh around 800 pounds.

Phoenix

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d10
Skills: Fighting d6, Notice d10, Spellcasting d12
Pace: 2; **Parry:** 5; **Toughness:** 6
Special Abilities:
• Flight: Phoenix have a Flying Pace of 12" and a Climb of 6".
• Powers: A phoenix has 35 Power Points and knows the following powers: barrier, blast, bolt, burst, and light. All powers have a fire trapping.
• Rebirth: If a phoenix is killed, it explodes into flame filling a Medium Burst Template.

Creatures within the Template suffer 2d10 damage and have a chance of catching fire. During the explosion, the body of the phoenix transforms into an egg. A new phoenix hatches 2d6 days later. A baby phoenix is intelligent and can already speak human language. As long as a phoenix is a "baby," that is, before it reaches full adulthood, it can blend into any flat-surface, non-living mate-

rial in order to protect itself. When it does so, it appears as a painting of a phoenix on the surface upon which it is hiding.

• Size -1: A phoenix is the same size as a large eagle.

• Tail Feathers: Every phoenix has 35 magical tail feathers, each acting as a one-shot spell.

Each of the thirteen yellow feathers contain bolt (one bolt, 3d6 damage), the twelve orange feathers have burst, and the ten red feathers hold blast (3d6 damage in Medium Burst Template). The powers are cast using the phoenix's Spellcasting - all the user need do to activate the power is throw the feather at the target (as an action). Removed tail feathers do not grow back. Furthermore, each lost feather permanently reduces the bird's Power Points by one. When the last feather is removed, the bird explodes (as above) but is not reborn.

Roc

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 14

Special Abilities:

• Bash: Rocs have incredible lift, and can pick up small ships (those with a base Toughness of 15 or less) to drop them on the rocks. It takes the roc a full round to properly grasp a ship, which is a Fighting attack against a "Parry" of 2. With a raise, the roc lifts the boat in the air and ascends 6" per round afterward. After five full rounds, it drops its prey, automatically destroying any boat it can lift. Characters suffer damage according to the height.

• Bite: Rocs have two heads, both of which can attack in the same round for Str+d8 damage.

• Flight: Rocs have a Flying Pace of 16", with an Acceleration of 4" and a Climb of 6".

• Huge: Characters add +4 when attacking a roc due to their great size.

• Size +8: Rocs are huge creatures with wingspans over 120'.

• Talons: Str+d6; AP 4. These claws are large enough to damage ships with Heavy Armor and fortifications.

Scorpion Men

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d8, Shooting d10, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 8 (2)

Gear: Scimitar (Str+d8), bow (Range: 12/24/48, Damage: 2d6)

Special Abilities:

• Armor +2: Chitinous skin.

• Fleet Footed: Scorpion Men roll a d8 for their running die, instead of a d6.

• Marksman: Scorpion men are expert archers. If they do not move in a turn, they may fire as if they took the aim maneuver.

• Poison: Anyone wounded or Shaken by a stinger attack must make a Vigor roll or become Incapacitated. Death follows in 2d6 minutes. A Healing roll at -2 prevents death.

• Stinger: Str+d6.

Serpentmen

Serpentmen are a race-both male and female-that has existed in this world long before man. They worship the great serpent god Set. Some say Set is one of the Elder Ones, or perhaps even a demon, rather

than a true god. But no matter what this fell being is, it has been trapped in the Abyss for millennia, and its children, the serpentmen, have long plotted to release him and bring about the return of their glorious empire, enslaving humans as a source of labor and food. To this end, the serpentmen disguise themselves using their dark magic to walk amongst mankind, searching for star metal. The star metal is a dark, gleamless metal that fell to the earth long ago in comets. A blacksmith, unaware of their true nature, crafted a variety of weapons out of the metal and sold them throughout markets across many realms. The serpentmen have been collecting the star metal over the centuries and melting it down. Once enough is gathered, they will be able to create a portal to release their master Set. However, contact with star metal reveals a serpentman's true form, making the collection of the rare ore a dangerous task for these beings.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d6, Intimidation d8, Notice d8, Shooting d8, Spellweaving d10, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 8 (2)
Hindrances: -
Edges: Combat Reflexes, Frenzy
Gear: Scimitar (Str+d8)
Special Abilities:
• Armor +2: Scaly hide.
• Bite/Claws: Str+d4.
• Powers: Dragon men sorcerers have 30 Power Points and know the following powers: armor, blast, deflection, detect/conceal arcana, dispel, fear, healing, obscure, shape change, smite, and speak language.

Shark, Great White

These statistics cover great whites, 18 to 25 feet long. Larger specimens surely exist.
Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Fighting d10, Notice d12, Swimming d10
Pace: -; **Parry:** 7; **Toughness:** 12
Special Abilities
• Aquatic: Pace 10.
• Bite: Str+d8.
• Hardy: The creature does not suffer a wound from being Shaken twice.
• Large: Attackers add +2 to their attack rolls when attacking a great white due to its large size.
• Size +4: Great whites can grow up to 25' in length.

Shark, Medium Maneater

These statistics cover most medium-sized mankillers, such as tiger sharks and bulls.
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d8, Notice d12, Swimming d10
Pace: -; **Parry:** 6; **Toughness:** 5
Special Abilities
• Aquatic: Pace 10.
• Bite: Str+d6.

Rakshasa

Attributes: Agility d8, Smarts d106, Strength d10, Spirit d8, Vigor d12+2
Skills: Fighting d8, Intimidation d10, Throwing d8, Survival d6
Charisma: +2, Pace: 6, Parry: 5, Toughness: 8 (2)
Edges: Invulnerable (physical damage), Noble, Rich
Hindrances: Weakness (Blessed weapons), Enemy
Powers: Power (Shapechange), Power (Mind Reading)

Salamander

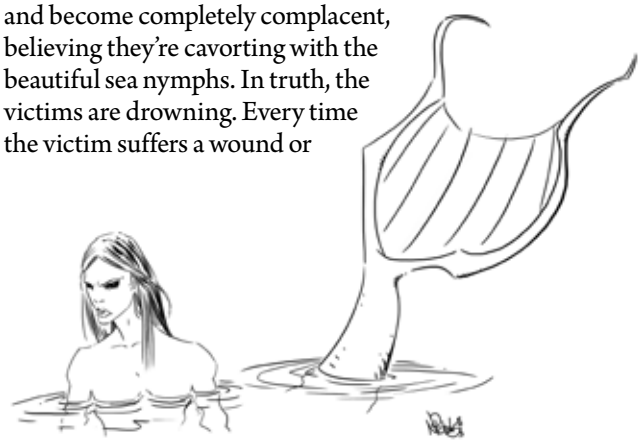
Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Climbing d10, Fighting d10, Intimidation d10, Notice d8, Stealth d10
Pace: 8; **Parry:** 7; **Toughness:** 7
Hindrances: -
Edges: Combat Reflexes
Gear: Two flaming scimitars (Str+d10)
Special Abilities:
• Fiery Body: Fire attacks cause no damage. Nonmagical attacks "melt" as they impact the salamander's body. The creature has 4 points of armor against such attacks and the attacker must roll a d6. On a 5-6, wooden weapons catch fire. On a 6, metal weapons melt slightly and cause 1 less die of damage until repaired by a blacksmith. Anyone who attacks a fire salamander with their bare hands and hits suffers an automatic 2d6 damage. Salamanders often grapple their foes to scorch them in this manner.
• Weakness (Water): Magical water-based attacks cause +4 damage. Nonmagical water has no additional effect.

Simurgh

The simurgh is a benevolent creature with a strong hatred for snakes, particularly Set and his serpentmen minions.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+8, Vigor d8
Skills: Fighting d8, Intimidation d10, Notice d8
Pace: 8; **Parry:** 6; **Toughness:** 14
Special Abilities:
• Bash: Simurgh have incredible lift, and can pick up small ships (those with a base Toughness of 15 or less) to drop them on the rocks. It takes the roc a full round to properly grasp a ship, which is a Fighting attack against a "Parry" of 2. With a raise, the roc lifts the boat in the air and ascends 6" per round afterward. After five full rounds, it drops its prey, automatically destroying any boat it can lift. Characters suffer damage according to the height.
• Flight: Simurgh have a Flying Pace of 16", with an Acceleration of 4" and a Climb of 6".
• Huge: Characters add +4 when attacking a simurgh due to their great size.
• Size +8: Simurgh are huge creatures with wingspans over 120'.
• Talons: Str+d6; AP 4. These claws are large enough to damage ships with Heavy Armor and fortifications.

Siren

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Persuasion d10, Stealth d8, Taunt d8, Swimming d6
Charisma: +4; **Pace:** 0; **Parry:** 5; **Toughness:** 6
Special Abilities:
• Aquatic: Pace 6.
• Claws: Str+d6.
• Siren Song: The siren's song is like a narcotic for men. When first heard, male characters of all species must make Spirit rolls. Those who fail stumble into the sea and become completely complacent, believing they're cavorting with the beautiful sea nymphs. In truth, the victims are drowning. Every time the victim suffers a wound or a Fatigue level from any source, he gets a Spirit roll at -2 (plus the Fatigue penalty) to realize his peril and break the spell. Those who do are quickly savaged by the watching siren. Aquatic races may fall victim to the sirens as well, but since they can't drown, they'll simply be ripped to shreds.



Skeleton (Spartalos)

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts. They are often found swarming in vile necromancers' legions.
Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6
Pace: 7; **Parry:** 5; **Toughness:** 7
Gear: Varies.
Special Abilities
• Bony Claws: Str+d4.
• Fearless: Skeletons are immune to Fear and Intimidation.
• Sword: Str+d8.
• Undead: +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Snake, Constrictor

Pythons, boa constrictors, and other snakes over 15' long are rarely deadly to man in the real world because they aren't particularly aggressive toward such large prey.
Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Notice d10
Pace: 4; **Parry:** 5; **Toughness:** 5
Special Abilities
• Bite: Str.
• Constrict: Large constrictors have very little chance of entangling active man-sized prey in the real world- they must attack while their victim is sleeping, stunned, paralyzed, and so on. Constrictors in pulp and other fantastic genres might be far more deadly. These creatures bite when they succeed at a Fighting roll, and entangle when they succeed with a raise. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+d6. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll.

Snake, Venomous

Here are the stats for cobras and similar medium- sized snakes with extremely deadly poison.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4
Skills: Fighting d8, Notice d12
Pace: 4; **Parry:** 6; **Toughness:** 2
Special Abilities
• Bite: Str.
• Poison: See the Poison rules.
• Quick: Snakes are notoriously fast. They may discard Action Cards of 5 or lower and draw another. They must keep the replacement card, however.
• Size -2: Most venomous snakes are 4-6' in length, but only a few inches thick.
• Small: Anyone attacking a snake must subtract 2 from his attack rolls.

Soldier

Common soldiers are found throughout the world.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Climbing d6, Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: Various
Edges: -
Gear: Leather armor (+1), various weapons

Spider, Giant

Giant spiders are about the size of large dogs and live in nests of 1d6+2 arachnids. They frequently go hunting in these packs when prey is scarce in their home lair.

Their dens are littered with the bones and treasures of their victims, often providing ripe pickings for those brave enough to venture within.
Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6
Skills: Climbing d12+2, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10
Pace: 8; **Parry:** 6; **Toughness:** 5
Special Abilities
• Bite: Str+d4.
• Poison (-4): Refer to the poison rules.
• Wall Walker: Can walk on vertical surfaces at Pace 8.
• Webbing: The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

Stymphalian

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Notice d8
Pace: 3; **Parry:** 5; **Toughness:** 4
Special Abilities:
• Blade: Stymphalian have feathers of steel, which they can flick out like darts for Str+d4 damage.
• Flight: Stymphalian have a Flying Pace of 6" and Climb of 3".

• Size -1: Giant bees are 3' long.
• Wing Slash: Str+d4.

Succubus

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d8
Skills: Fighting d8, Notice d6, Persuasion d12+2
Charisma: +6; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Special Abilities:
• Claws: Str+d4.
• Demon: +2 to recover from being Shaken; Immune to poison and disease; Halfdamage from non-magical attacks except for cold iron.
• Life Drain: These foul creatures have more than one way to kill. If a succubus or incubus kisses a victim, they must make a Vigor roll opposed by the demon's Spirit or lose one die of Vigor. If Vigor drops to zero, the demon has sucked out the victim's life force, killing him. Assuming the victim survives, lost Vigor returns at the rate of one die per day.

• Lure: Sometimes good looks aren't enough to lure prey to their doom. These demons can use the puppet power using their Spirit as their arcane skill. They have 20 Power Points for this purpose.
• Very Attractive: Succubi and incubi resemble stunningly beautiful creatures in their illusory form. They can assume the shape of any sentient being. Their illusory appearance gives them +6 Charisma. A detect arcana spell can penetrate the illusion.
• Weakness (Cold Iron): Demons take normal damage from cold iron weapons.

Swarm

Sometimes the most deadly foes come in the smallest packages. The swarm described below can be of most anything- from biting ants to stinging wasps to filthy rats.

The swarm is treated just like a creature. When it is wounded, the swarm is effectively dispersed.

Swarms cover an area equal to a Medium Burst Template and attack everyone within every round.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10
Skills: Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 7
Special Abilities
• Bite or Sting: Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
• Split: Some swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
• Swarm: Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water (unless they are aquatic pests, such as piranha).

Troglodyte

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d8, Notice d8, Stealth d6, Swimming d8, Throwing d8
Pace: 6; **Parry:** 7; **Toughness:** 7 (1)
Gear: large club (Str+d8)
Special Abilities:
• Keen Senses: +2 to all Notice rolls. They are always considered "Active" when consulting the Stealth results table.

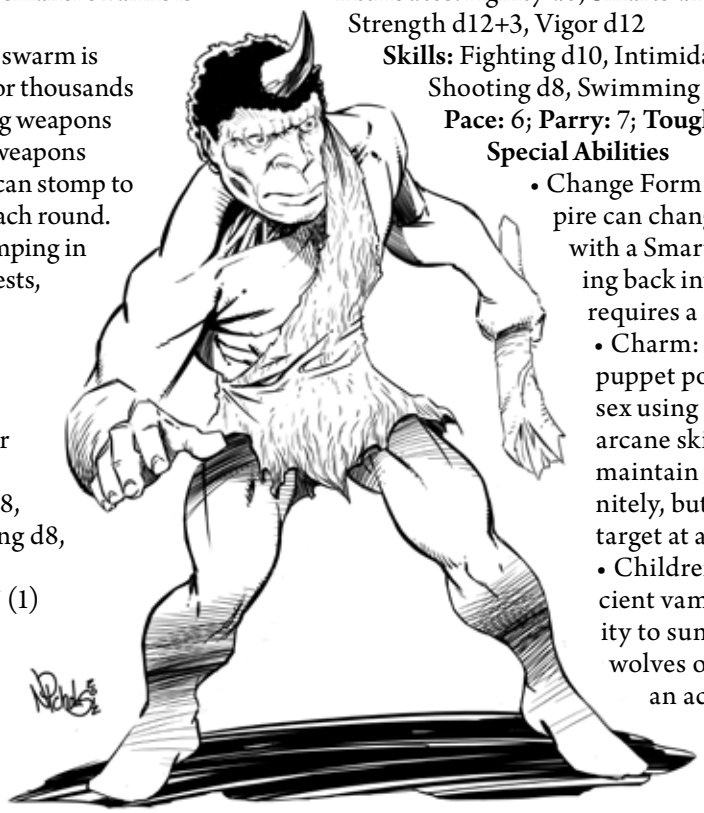
Troll

Preferring dark, dank places, trolls are found in the Celtic and Anglo-Saxon kingdoms, and to a lesser extent the Carolingian Empire.
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d6, Swimming d6, Throwing d6
Pace: 7; **Parry:** 6; **Toughness:** 10 (1)
Gear: Spiked club (Str+d8).
Special Abilities
• Armor +1: Rubbery hide.
• Claws: Str+d4.
• Improved Sweep: May attack all adjacent foes at no penalty.
• Fast Regeneration: Trolls may attempt a natural healing roll every round unless their wounds were caused by fire or flame. This occurs whether the troll is a Wild Card leader or an Extra. If the latter, a downed troll actually returns to action if it heals itself (and is not Shaken-even if it was before being Incapacitated).
• Size +2: Trolls are tall, lanky creatures over 8' tall.

[Wild Card] Vampire, Ancient

Some say vampires have existed since the days of Cain and Abel. The abilities listed below are standard-the GM may want to add other Edges as befits the vampire's previous lifestyle.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+3, Vigor d12
Skills: Fighting d10, Intimidation d12, Notice d8, Shooting d8, Swimming d8, Throwing d8
Pace: 6; **Parry:** 7; **Toughness:** 10
Special Abilities
• Change Form: As an action, a vampire can change into a wolf or bat with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll.
• Charm: Vampires can use the puppet power on the opposite sex using their Smarts as their arcane skill. They can cast and maintain the power indefinitely, but may only affect one target at a time.
• Children of the Night: Ancient vampires have the ability to summon and control wolves or rats. This requires an action and a Smarts roll at -2. If successful, 1d6 wolves or 1d6 swarms of



rats (see Swarm) come from the surrounding wilds in 1d6+2 rounds.
• Claws: Str +d4.
• Improved Frenzy: Vampires may make two attacks per round without penalty.
• Invulnerability: Vampires can only be harmed by their Weaknesses. They may be Shaken by other attacks, but never wounded.
• Level Headed: Vampires act on the best of two cards.
• Mist: Greater vampires have the ability to turn into mist. This requires an action and a Smarts roll at -2.
• Sire: Anyone slain by a vampire has a 50% chance of rising as a vampire themselves in 1d4 days.
• Undead: +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the heart-see below). No wound penalties.
• Weakness (Sunlight): Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they are dust. Armor does not protect.
• Weakness (Holy Symbol): A character may keep a vampire at bay by displaying a holy symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirit.
• Weakness (Holy Water): A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight (see above).
• Weakness (Invitation Only): Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.
• Weakness (Stake Through the Heart): A vampire hit with a called shot to the heart (-4) must make a Vigor roll versus the damage total. If successful, it takes damage normally. If it fails, it disintegrates to dust.

Vampire, Young

This is a relatively young vampire minion.
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10
Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Swimming d8, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 9
Special Abilities
• Claws: Str+d4.
• Frenzy: Vampires can make two attacks per round with a -2 penalty to each attack.
• Level Headed: Vampires act on the best of two cards.
• Invulnerability: Vampires can only be harmed by their Weaknesses. They may be Shaken by other attacks, but never wounded.
• Sire: Anyone slain by a vampire has a 50% chance of rising as a vampire themselves in 1d4 days.
• Undead: +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the heart-see below).
• Weakness (Sunlight): Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they are dust. Armor does not protect.
• Weakness (Holy Symbol): A character with a holy symbol may keep a vampire at bay by displaying a holy symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirit.
• Weakness (Holy Water): A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight (see above).
• Weakness (Invitation Only): Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.
• Weakness (Stake Through the Heart): A vampire hit with a called shot to the heart (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.

Werewolf

When a full moon emerges, humans infected with lycanthropy lose control and become snarling creatures bent on murder. Some embrace their cursed state and revel in the destruction they cause. Werewolves are common in the Kingdom of Bulgaria.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10
Skills: Climbing d8, Fighting d12+2, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10
Pace: 8; **Parry:** 9; **Toughness:** 7
Special Abilities
• Claws: Str+d8.
• Fear -2: Werewolves chill the blood of all who see them.
• Infection: Anyone slain by a werewolf has a 50% chance of rising as a werewolf themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a werewolf.
• Invulnerability: Werewolves can only be Shaken by weapons that are not silver-not wounded.
• Infravision: Werewolves can see heat and halve penalties for bad lighting when attacking living targets.
• Weakness: Werewolves suffer normal damage from silver weapons.

Zombie

These walking dead are typical groaning fiends looking for fresh meat.
Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6
Pace: 4; **Parry:** 5; **Toughness:** 7
Special Abilities
• Claws: Str.
• Fearless: Zombies are immune to Fear and Intimidation.
• Undead: +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the head).
• Weakness (Head): Shots to a zombie's head are +2 damage.

Chapter Fourteen: Ship And Crew

As an optional rule, players begin a new campaign all as members of the same ship. If one of the players usually plays the leader role, that particular character can be captain, though if no one bears this distinction, it doesn't affect game play.

These mechanics allow a reason for all of the players, even if they are all from different countries, to start together and shar e a common goal. Each ship has the following four attributes: STRENGTH, VIGOR, AGILITY, and CREW. Each attribute begins with a d4, and the players have 5 points with which to raise them-similar to the way attributes for characters are raised.

At each new tier the players reach (average for the party), they gain 5 more points. For example, once they (or enough of them for the overall average) reach Seasoned, they will gain 5 more points for their ship's attributes.

The ship's Strength represents its offensive capabilities. Vigor represents its ability to take damage. Agility is its speed. Crew is an abstraction of the total size and skill of its crew.

Should the players' ship ever be destroyed or be captured (which it likely will at some point), allow them to receive another-with the exact same attributes-within a month game time. This will allow for more dramatic flexibility in your game. Otherwise, if you ever destroyed their hard-earned ship, they may never forgive you for it.

The ship serves another function other than contriving a way for all of the players to get together-it serves as the vehicle to spur their adventures. The ship is a ship of exploration, but primarily, it is a merchant vessel. Players will use the ship to go on merchant runs.

The first thing to do when going on a merchant run is to determine the total value of the cargo. The players do this by pooling dinar for initial investment.

Next, they determine where they are going to sell it. This always has to be in another country. The farther away, the more they will get (but the more dangerous the journey). The destination is assigned a numerical value based on how many countries away it is.

For example, a new group of 4 players decide to pool an initial investment of 200 dinar (50 each). They are beginning in the Abbasid Caliphate, so they decide they are going to sell some exotic rugs (the exact item in question isn't important-only its value-so use the description of the items for flavor).

They decide that they will play it risky right off the bat and sell it in the Celtic Kingdoms. Counting the countries from the Abbasid Caliphate to the Celtic Kingdoms like provinces on a RISK board (most direct route, even though the ship will actually be going via water), they give the destination a value of 5. This gives them a final sale value of 5 times the investment value... if they can survive. (NOTE: The destination value of an item always equals the number of countries away it is, minimum 2. You multiply the destination value by the investment value to find the sale value.)

Players must roll on the below table a number of times equal to the destination value:

2d6

2: Pirates attack. Players decide if they want to run or to attack. If they run, roll d12 vs. the ship's Agility. Tie goes to the pirates. If they fail, the pirates attack. Roll d12 vs. the ship's Strength. If they lose, they lose 1d100% of their cargo investment.

3: Poor weather. Roll a d12 vs. the ship's Vigor. If they lose, they lose 1d00% of their cargo investment.

4: Same as #2, but the Pirates only roll a d10 for everything.

5: Sea monster attack-game master decides (combat per normal).

6: Interesting Passenger: Leads to a side quest (examples include picking up a sorcerer at a port who wants passage to a forbidden isle to recover a genie's lamp; an exiled princess on the run from assassins; a rich merchant prince who wishes to go to a dangerous island to hunt a rare and exotic beast; and so on.

7: Same as #2, but the pirates only roll a d8 for everything.

8: No event.

9: Same as #3, but roll a d10 against the ship's Vigor instead of a d12.

10: Treasure Lead: One of the players (or a member of the crew) finds something that leads to adventure, such as a treasure map, a relic (which has other interested parties after it as well), and so on.

11: Roll again twice on this table, ignoring this result if rolled again.

12: No event.

Crew rating

Once per quest-not once per roll on the table, but once for the entire trip-players can roll their crew rating as an extra die in an Opposed Roll.

These rules are meant to give game masters a means with which to spring an organic campaign, as the players' rather mundane pursuits-the pursuit of profit-leads them into adventures and excitement... just like Sinbad!

Chapter Fifteen: Running a Campaign

The material found in this sourcebook is designed to inspire you to run a campaign in the age of the Arabian Nights. Since you're reading this book, we can only assume you're a fan of the genre, but this section is just in case you need some more ideas.

If you're having trouble envisioning this mythological take on the early 9th century, we have compiled a short list of films and TV shows to watch that take place during this period.

Film

DRAGONSLAYER: Anglo-Saxon Kingdoms
13th WARRIOR: Abbasid Caliphate & Norselands
THE GOLDEN VOYAGE OF SINBAD: Abbasid Caliphate
7th VOYAGE OF SINBAD: Abbasid Caliphate
SINBAD & THE EYE OF THE TIGER: Abbasid Caliphate
KING ARTHUR: Anglos-Saxon and Celtic Kingdoms (2 centuries prior to the setting of this game)
HOW TO TRAIN YOUR DRAGON: Fictional setting, but clearly based on Viking culture. The cartoon series is likewise recommended.
CONAN THE BARBARIAN/DESTROYER: Fictional setting (Hyboria), but is a good mood setter for a low-magic sword & sorcery campaign.
ALADDIN (all three films + TV cartoon series): Abbasid Caliphate

Television

MERLIN: Anglo-Saxon Kingdoms (2 centuries prior to the setting of this game)
VIKINGS: Norselands

After you get your inspiration, it's time to start your campaign. The conceit of The Legends of Sinbad is that your players will all begin on the same ship. But where do they come from? Below is a list of background ideas for players, based on the regions they are from:

Abbasid Caliphate

You are a homeless street urchin who has stumbled upon a terrible secret cult-the Sorcerers of the Black Sands. These vile beings make pacts with demons and are secretly plotting to take over the throne. Their lair is deep in the desert, in a region of only black sand. They live within a palace of obsidian. After you stumbled upon one of their secret cult meetings while running from authorities (a simple misunderstanding, truly), you interrupted their ritual and were branded. You fled and stowed away on a ship. But now the Sorcerers of the Black Sands are after you-they need the branded ritual on your flesh in order to complete their summoning of an ancient and terrible demon.

Anglo-saxon Kingdoms

You are the eldest son of a lord in one of the Five Kingdoms. Your father sends you north with a band of men to investigate rumors that a neighboring lord is conspiring against the king with the Picts. You discover the plot is true, but are discovered. You barely make it out with your life-none of your men are so lucky. You travel back home only to find your castle overrun by the treacherous lord's men. He concocts evidence that it was your father who was conspiring with the Picts. The King has no choice but to label you a traitor. You flee the country, vowing to return one day for revenge and to clear your house's name and reclaim your land.

Kingdom of Bavaria

You were a men-at-arms soldier fighting in the wars against the Avars and involved in an ambush on the

supply column. You were knocked out in the ensuing battle and awoke in Avar chains. They dragged you to the market and sold you to Khazar slavers, who in turn sold you to Muslim buyers. You were shipped south into the Abbasid Caliphate, where you awaited sale at one of the many markets. You were eventually purchased, and you begin play on the ship as a slave.

Kingdom of Bulgaria

You are a mercenary in Krum the Fearsome's armies. In a recent raid against the Roman Empire, you found a golden seal in the home of a merchant prince. Written on one side appears to be a treasure map with text written in some foreign tongue. You abandoned the army and went out in search for this fabled treasure and the rewards it seems to promise.

Carolingian Empire

You were born a simple peasant-a serf-bred to be born, to be raised, and to die on your lord's manor. You grew up listening to the story of Charlemagne's knights, and their glorious adventures and noble cause to keep the empire and the West safe for all of Christendom. So when the day came when your lord, under pressure from the vicars to supply enough troops for the coming campaign in the spring, said that any man of at least 15 years of age on his land could enlist, you jumped at the chance. Your mother begged you not to go, but wishing to see adventure, you signed up.

You were hastily outfitted with poor armor and even poorer weapons, given just enough training to understand how to march and which end of your spear to point at the enemy, and sent off. At first, you didn't even know where you were headed, but then it became clear-you were heading south, to the Iberian Peninsula. You were going to fight the Muslim armies of the Cordoba Caliphate. You met up with a coalition of armies from the northern Iberian kingdoms. Your target-the city of Barcino. It was clear-Charlemagne intended to free the Kingdom of Barcelona from the Moors.

It was a grand host, and as you looked out at all of the banners and heraldry flapping over the tents of the vast encampment, you never felt more alive.

And then the battles came. It was a grueling campaign, and you saw many good men slaughtered. But more starling, you saw many good men do terrible things. You saw rapes. The murder of civilians-even women and children. And the wholesale slaughter of captured enemy. All done by the chivalric knights you once held in such high esteem.

Believing this was not how good Christians should conduct themselves, you complained to a superior-a Bishop of the Holy Church. For you impudence, he had you flogged-your back bears the criss-crosssing scars to this day.

Disillusioned, you stole away in the night, hopped aboard a ship, and headed east, through the Mediterranean, leaving the war behind, and ahead of you, hopefully, answers to your existential crisis.

Celtic Kingdoms

You are a druid, respected amongst your people, highly esteemed. Which is why it was so startling to them when you said you must leave. The rune reading you undertook was very clear-there is a great danger in the world, and if you did not go out to meet it, it would one day swallow your land in darkness. So you set out, in search of the brave band of heroes whom the runes said would join you in your quest.

Iberian Kingdoms

Part of a traveling circus troupe, you are one of the best female acrobats the Iberian Peninsula has ever seen. Your daring leaps and flips, your accurate throwing daggers, and your incredible death-defying feats have fans across the land singing your name. But when an evil lord-a Bishop from the Holy Church-made advances at you after one of your shows and you rebuffed him, he had your entire troupe arrested and burned at the stake. Only you survived. You fled, vowing to one day come back and take revenge.

Khaza Kaganate

You were born a sorceress. You cannot help what your blood carries. The Kaganate takes a grim view of such witchcraft, however, so keeping it a secret has always been your family's top priority. But someone saw you perform some minor feat of magic to help a sheep you were tending, and turned you in. Your family was arrested. Tortured. Murdered... only you escaped. And while escaping, you wounded a powerful noble with your magic, hideously scarring him. Maddened by the thought of revenge, he is pursuing you with his men-and he will stop at nothing until your skull is his drinking goblet.

Kingdom of the Moors

Some would call you an alchemist, but you know you are a scientist. A man of knowledge and peace. You have always found the pursuit of truth and philosophy as the highest calling a man could know, even when findings contradict the teachings of the Prophet Muhammed. Your colleagues are uncomfortable with the subjects you pursue, and in truth, if it weren't for the fact that your family is wealthy you probably would have already found your way into the local Emir's dungeon for blasphemy. But instead, you have been "encouraged" to sail out into the world to see what you can learn and discover in the name of the Caliph. May Allah guide your way.

Norselands

You are a fierce, proud warrior, one of the biggest, strongest, and bravest men in your tribe. That is why no one questioned your story of shapeshifting serpents guising as villagers whom you slayed. They were searching for "star metal," they told you before you cut their heads off, claiming that once they had enough, they would free their Serpent God Set from the Abyss.

You consulted with the village elders and the Wise Woman. She cast the runes, and said you must travel out

into the world and confront these beings-it is your destiny, son of Odin, to stop these vile serpents and their plot.

The Roman Empire

You were once a merchant. Not only a merchant, but a successful merchant. But times are tough, and the seas are not the same seas as your father, and your father's father. You lost everything in an uninsured shipment to the West due to a freak storm. Now, with nothing but one ship left, you turned to piracy. Now, you are a pirate. Not only a pirate-but a very successful pirate.

Until the Roman fleet caught up with you, that is. Your ship was destroyed and sunk in the Mediterranean. You were adrift for days before a ship full of people from across the lands found you and dragged you onboard. This is your new family. Set sail for the Seven Seas!

Conclusion

Now that you have your inspiration, and your players all have their characters, you are ready to set sail. Use the players' unique backgrounds to provide a throughline for your campaign, and use the ship rules to organically craft adventures while tying in their stories. And above all, explore The Legends of Sinbad!

THE SAGA OF
DRAGON
STAR

Chapter Sixteen: Bonus Material- The Saga of Dragon Star

As a bonus, we are providing a sneak peek at one of our other settings for Savage Worlds-The Saga of Dragon Star!

So, what is The Saga of Dragon Star?

The Saga of Dragon Star is set in a fictional world, where an evil empire known as the Keln Dominion is slowly conquering all the known lands. And as liberties everywhere are suppressed, refugees flee to the last bastion of freedom: The Frontier Lands. Here, they scratch out what living they can from the unyielding landscape, and they are forced to live side-by-side with refugees from other realms, so humans, elves, orcs, dwarves, and minotaurs come together, each with his own agenda and goals.

Swords and armor blend with six-shooter and rifles in this world where magic is slowly dying, suffocating under the growing industrial might of the Keln Dominion. And as the magic weakens, so too do the ancient binding spells of the now-extinct Aluvian Empire, releasing long-forgotten demons from their eternal prisons.

It's a world that blurs the line between hero and villain, where the struggle for survival creates its own version of pragmatic gallantry.

THE KELN DOMINION

The Keln Dominion is the principal antagonist of The Saga of Dragon Star campaign setting. A powerful empire that is slowly conquering the free realms of the world, the Keln Dominion is empowered by forgotten dark magics blended with their growing industrial technologies and weaponry.

The Dominion believes their mission is to save the world from the enslavement of their savage past by freeing them from superstitious, magical traditions through the advancement of knowledge and technology. They instill this ideology through the spread of their new religion, a worship of the Serpent God Vatara. Opponents of the new religion, along with holders of ancient, "pagan" ways are punished through public torture and execution.

But in fact, cutting down trees and spreading industrialism is weakening an ancient binding spell that has bound the demons deep beneath the earth for millennia, as mana is created from the living earth. As more forests are felled and more mines are stripped bare, the more the

The Far Reach
Reln
Graydawn
Ahhris
Emshar
Cyndor
Cinder Town
Westport
Winterfort
Dageth
Helm Dominion
Northport
Darcathia
Sylmra
Kesha
Dahmar
Maaretania
Channel of Mages
Androlia
Elwyn
Everbreach Mountains
Long Journey Woods
Enabatana
Lutania
Bay of Teeth
Ragna
Kreta
Eastport
Gorm
Minotaur
Dorn
Gorsha
Everdusk
Bergar
The Dethian Republic
West Wood
East Wood
Thara
King's Rest
Throle
Westgate
Eastgate
The Isle of Souls
Sorcerer's Shadow
The Sea of Salt
Black Stone
Tall Shadow
N
The Shattered Lands
The Serpent Pears
Durgon's Pass
Maython Ranch
Newgate
Emberback
Khathra's Hope
New Aluvia
The Frontier Lands
100 200 300 400 500
Miles
Varyn's Folly
Redsands
Switchback Junction
Rattlebone Creek
Ironstone
Bonescour Ridge
Dathan City
Durgon's Redemption
Longblade
Long Creek
Dragontooth
The Sea of Rising Shadows
The Forgotten Sea
The Jungle of Vast Twilight
The Saga of Dragon Star
The World of Avanti

magic of the world weakens, and the more demons slip through the veil. Is this an unfortunate consequence on the part of Keln, or is it truly their intention...?

Keln adversaries are as follows:

NIGHT APOSTLE: Missionaries of Vatara. They lead religious persecutions, inquisitions, and evangelical missions into newly conquered (or soon-to-be conquered) realms. They have many strange and disturbing powers, and some even have the ability to transform into serpents. Those who are blessed by Vatara begin to take on the aspects of serpents.

SHADOW SLINGER: Blending dark sorcery with gunslinging, the shadow slinger is an elite gunman trained by the Dominion as assassins, bodyguards, and enforcers. They gain their name from their proficiency with shadow magic-an ancient form of sorcery long believed to have its origins in demon worship. They have the ability to send their bullets around-and even through-cover. The more proficient of their ilk even have the dreaded shadow voodoo ability, allowing them to shoot a target by taking aim at his shadow.

BOUNTY HUNTER: The Keln Dominon often employs bounty hunters in pursuit of its enemies, or to kidnap those with unique magical gifts who live beyond their sprawling empire. Their most favored bounty hunter is from the Order of Nabarus, a secret society that trains minotaurs who are proficient with specialized gatling guns and who are single-minded in their pursuits.

OUTLAW: Outlaws of other realms often become the hired thugs and mercenaries of the Dominion.

DARCATHIAN LEGIONNAIRE: Though now a province of the Dominion, the human kingdom of Darcathia was once renowned for its warriors. Putting up a tremendous fight against Keln before finally submitting to her rule, Darcathia earned the admiration of its conquerors, and consequently, the Darcathian Legionnaire has become their most prolific and ubiquitous footsoldier. Wearing armor made from the bones of the satara beast (found only in the hills and deep woods of Darcathia), the legionnaire is renowned for skill in both rifle and blade.

Keln

Keln is the epitimous "evil empire." They hail from their northwestern island, but have in recent years conquered Androlia and Darcathia. Their war machine is fueled at Cinder Town-a town of immense factories that constantly burn trees and spew a thick cloud of ash over the countryside, permanently blocking out the sun. It is here their weapons, armor, and mechanized assault machines are created.

Cyndor

Cyndor is an island of mages who have thus far stayed out of the war. But as Keln grows stronger, their magic grows weaker.

The Dethian Republic

The human republic of Dethia has remained neutral so far in the war, but most believe it is only a matter of time before they join Minotaun and Dergar in their quest to stop the empire.

GENZO

Minotaun and Dergar

Minotaun-the kingdom of Minotaurs-and Dergar-the kingdom of Dwarves-have been bravely holding back the Keln Dominion for the past five years. They are losing, but they will fight to the last man.

The Shattered Lands

Created by a retreating glacier long, long ago, the Shattered Lands are a labyrinthine network of yawning chasms, winding tunnel networks, and steep cliffs. It is filled with all manner of dangerous beasts and ancient ruins from the long-ago Aluvian Empire, whose magic inadvertently caused the ice age that brought about its downfall.

Sea of Silt

The Sea of Silt is a center of tremendous magic, causing the sand to shift like ocean waters. Explorers have created modified ships that can sail the sand just like the sea, creating platform mining cities to mine magical earth.

The Frontier Lands

The Frontier Lands are the last bastion of freedom on the continent. It is where refugees flock to create a new life for themselves, away from the wars. This is the core setting for the campaign. The land is subject to sudden and violent dust storms called "Hell Storms" that some say are the result of the dying magic.

The Dragon Stars

The Dragon Stars are the sheriffs and deputies of the Frontier Land. They are keepers of the peace, but also can serve as judge, jury, and executioner.

Races

There are five playable races in this setting: human, elf, dwarf, orc, and minotaur.

Dwarves

Dwarves are short, stout, hardy people who come from massive caverns in the high mountains. They are a proud, warlike race, usually made so by frequent contact with savage races such as orcs and goblins.

Dwarves usually live upwards of 200 years. In most fantasy campaigns, they have ruddy skin and all human hair colors.

- Low Light Vision: Dwarven eyes are accustomed to the dark of the underearth. They ignore attack penalties for Dim and Dark lighting.
- Slow: Dwarves have a Pace of 5".
- Tough: Dwarves are stout and tough. They start with a d6 Vigor instead of a d4.

Elves

Elves are tall, thin souls with pointed ears and deep-set eyes of various colors. Whether they hail from the forests or hidden valleys, they are all born more graceful than humans, though somewhat slighter. Most elves live upwards of 300 years. They have fair skin and their hair includes all human colors, plus shades of silver and blue.

- Agile: Elves are graceful and agile. They start with a d6 in Agility instead of a d4.
- All Thumbs: Elves have an inbred dislike of mechanical objects, and thus have the All Thumbs Hindrance. They shun most mechanical items and designs.
- Low Light Vision: Elven eyes amplify light like a cat's, allowing them to see in the dark. Elves ignores attack penalties for Dim and Dark lighting.

Orcs

Once a slave race, orcs have dark-green skin, with black hair and small eyes. Their features are harsh and angular. Their natural life-span is the same as humans, though it is rare when one dies of old age.

- Infravision: Orcs can see in the infrared spectrum, halving attack penalties (round down) for bad lighting.
- Outsider: Orcs aren't trusted by most other civilized races, and so subtract 2 from their Charisma.
- Strong: Orcs have some of the strength of their ancestry. They start with a d6 Strength attribute instead of a d4.

Minotaurs

Minotaurs are a hardy humanoid race who are, some say, addicted to physical conflict and battle.

- Clumsy: A minotaur's Agility can never rise higher than a d6.
- Hardy: +1 to Toughness. They are, literally, built like bulls.
- Strong: Minotaurs start with a d8 Strength instead of d4.

Archetypes

There are five archetypes-build ideas/inspiration-for The Saga of Dragon Star.

THE SAGA OF
DRAGON
STAR
DISCIPLE
Inheritor of the ancient and largely forgotten secrets and undying mission of the Aluvian Empire, the Disciple fights to keep the ancient binding spells alive, hunting down those demons that have managed to escape their eternal prison while battling the growing might of the Kein Dominion.
www.gamesmithsllc.com

THE SAGA OF
DRAGON
STAR
DRAGON
RUSTLER
A form of ancient sorcery given to mortals by the dragons long ago and handed down generation to generation, the Dragon Rustler is able to summon a spirit drake that, when not summoned, appears as a tattoo on his body and grows in strength and power as he does.
www.gamesmithsllc.com

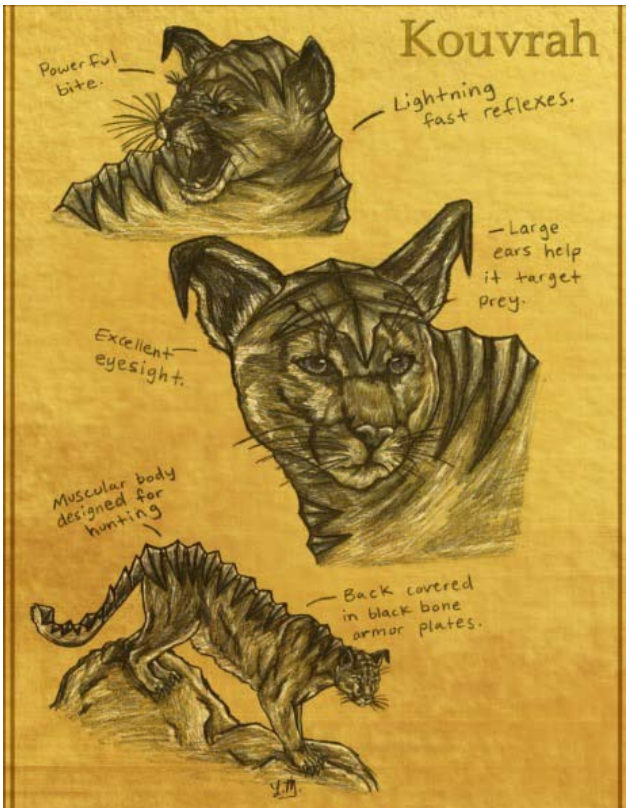
THE SAGA OF
DRAGON
STAR
DRIFTER
Gunslingers of the Frontier Lands, the Drifter is an itinerant mercenary, offering his services as bodyguard, bounty hunter or contract killer, while others turn to become outlaws, bandits, or robbers.
www.gamesmithsllc.com

THE SAGA OF
DRAGON
STAR
GAMBLER
Cagey, articulate card sharps, the Gamblers are the Frontier Lands' resident card men, wandering from town to town, hustling locals out of their hard-earned gold and using their wit, legerdemain, and luck to their advantage.
www.gamesmithsllc.com

THE SAGA OF
DRAGON
STAR
MANA
RUSTLER
Conjurers, spellcasters, and
magicians, Mana Rustlers draw up
the life force of the world to fuel
their remarkable powers, but as t
world's magic slowly dies they fin
themselves at odds with the growi
technology and burning factories
the Keln Dominion.

Bestiary

Though we are not providing stats for these creatures, the following pages show some of the unique beasts found within the setting.

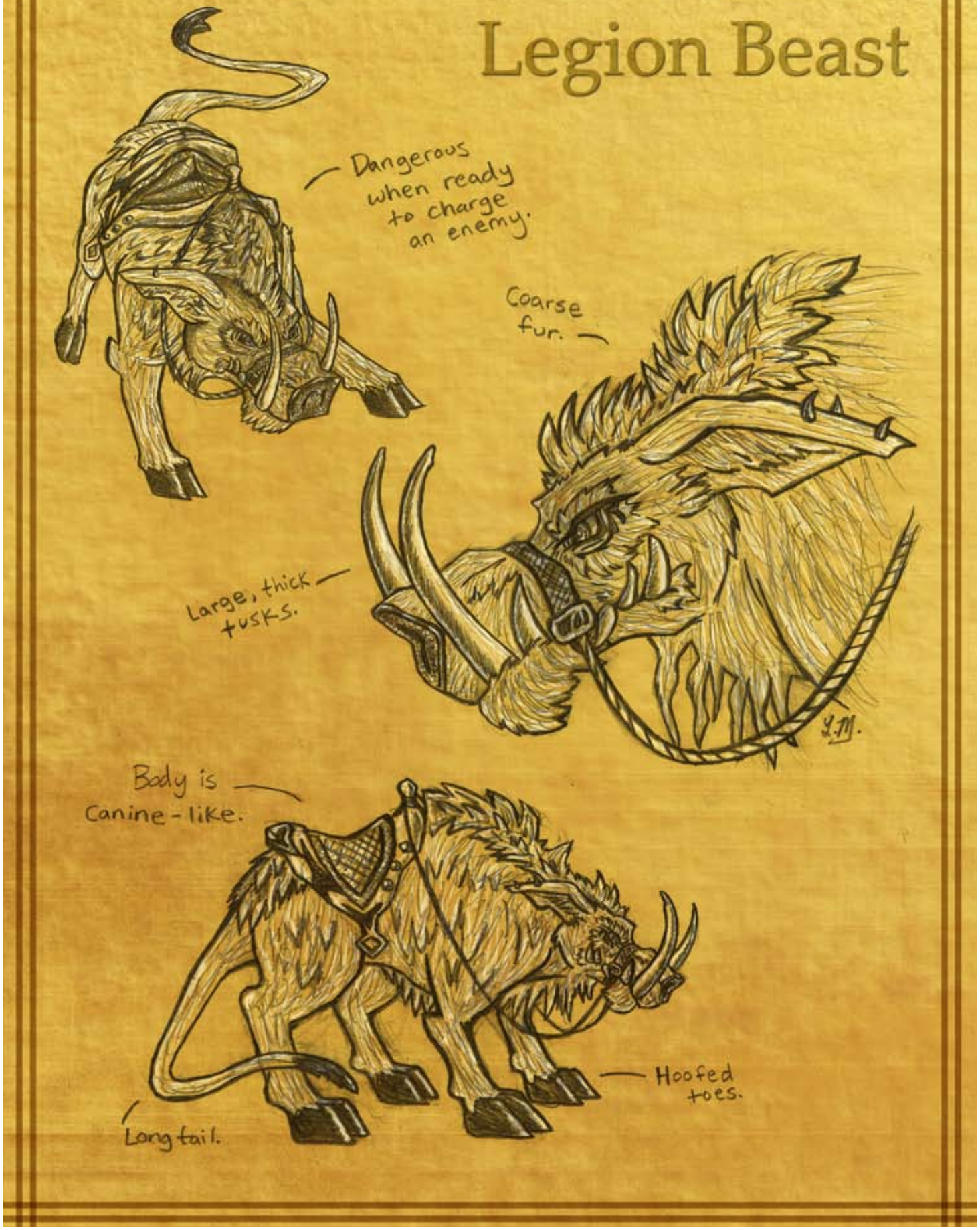


Gear

The Saga of Dragon Star has guns similar to the old west. Here are a couple generic guns for use with this setting.

Type	*Range*	*Damage*	*RoF*	*Cost*	*Weight*	*Shots*	*Min Str*	*Notes*
Rifle (.45)	*15/30/60*	*2d8*	*1*	*300*	*8*	*-*	*d6*	*AP 2, 3 actions to reload*
Pistol (.44)	*12/24/48*	*2d6+1*	*1*	*200*	*4*	*6*	*-*	*Revolver*

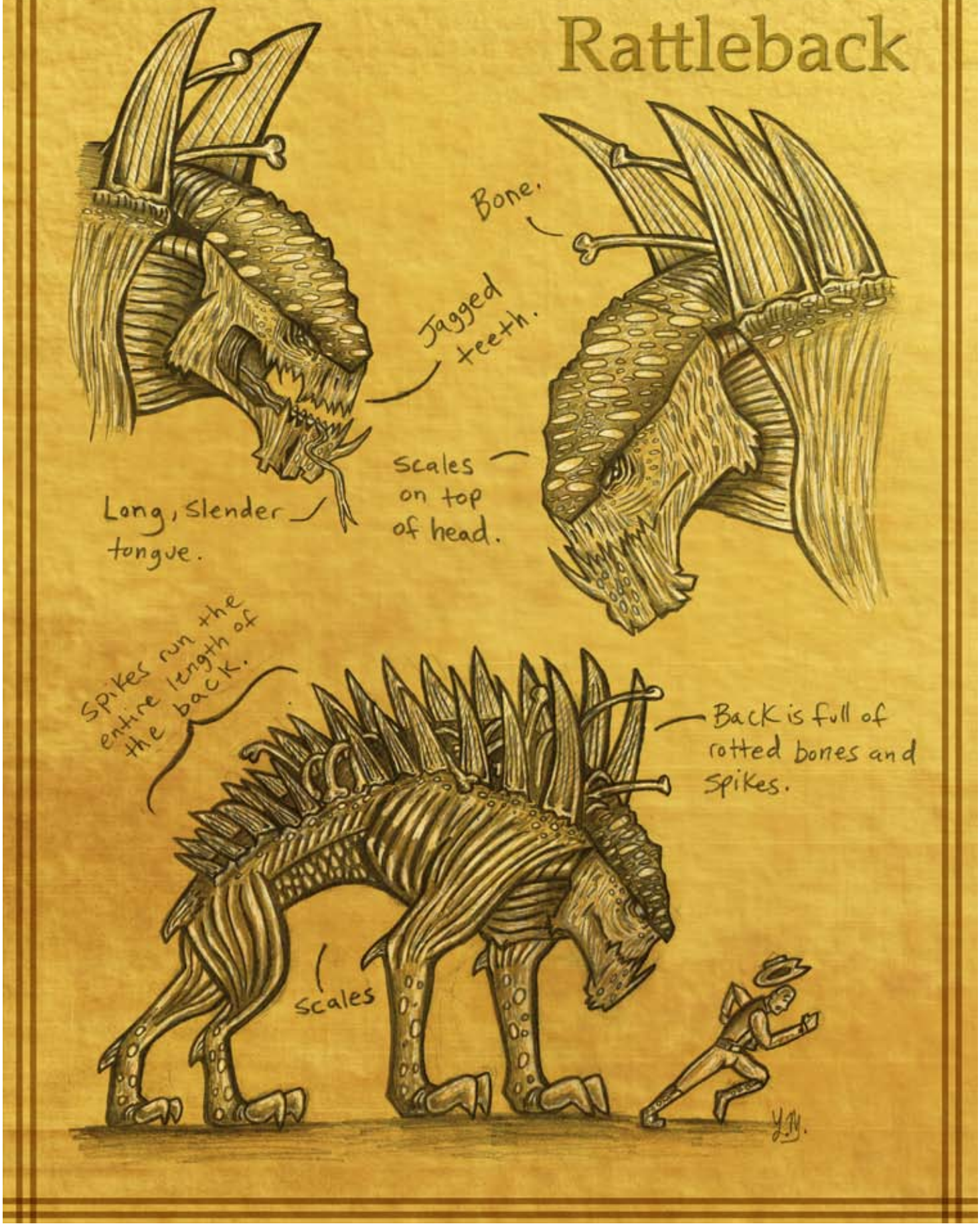
Legion Beast



Vaun

Coarse, rough fur.
Small, but dense horns.
Very wild nature.
clawed feet help with rugged terrain.
Scaled tail.
Thick coat aids on cold desert nights.
Clawed feet provide excellent traction.

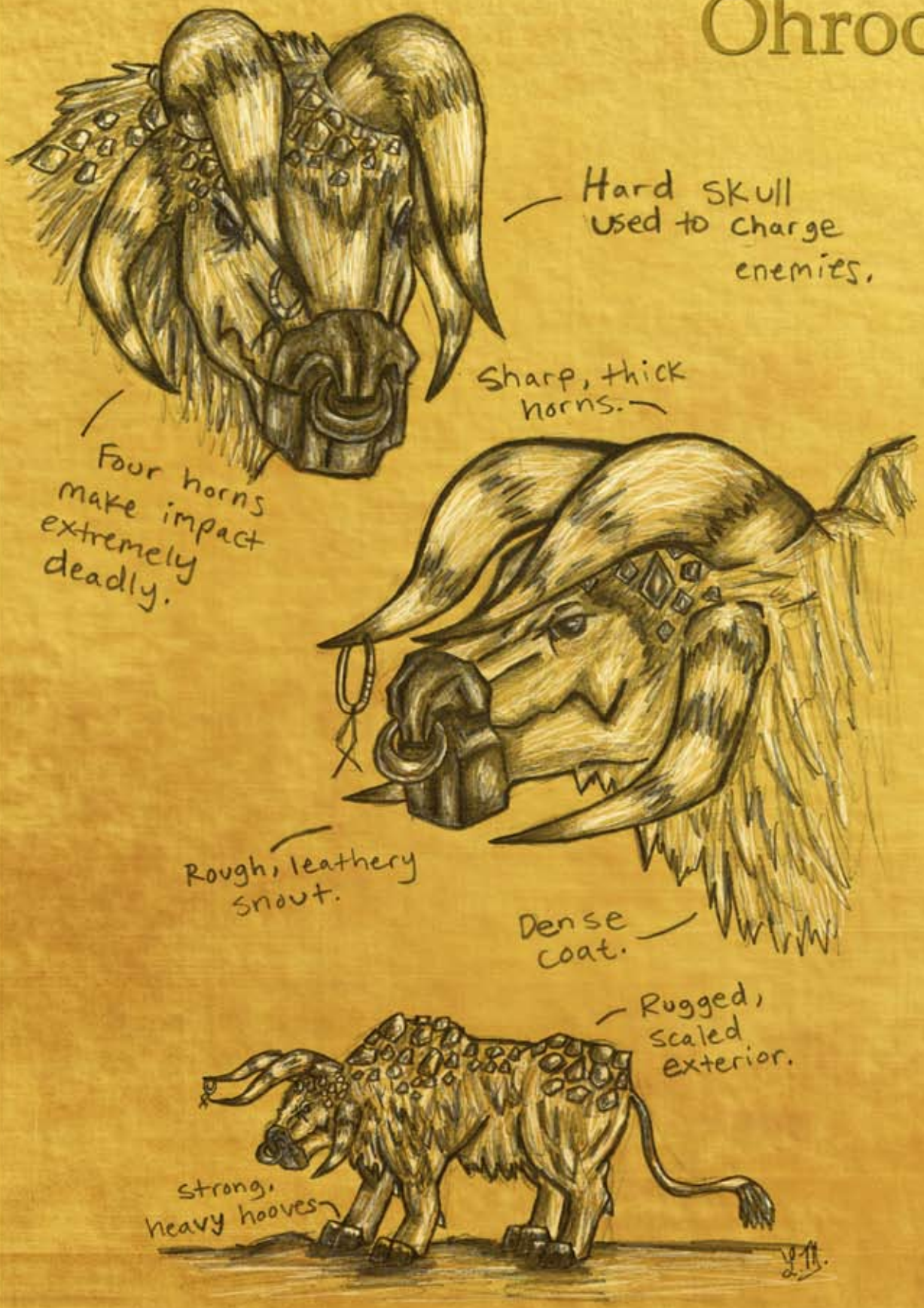
Rattleback


Bone.
Jagged teeth.
Scales on top of head.
Long, slender tongue.
Spikes run the entire length of the back.
Back is full of rotted bones and spikes.
Scales

Narakara

Armored plating protects the head.
Thick armored shell.
Fur between the armored plates.
Curls up in its shell for protection.
Legs retreat inside.
Plates on legs.
Multiple eyes.
Big fangs.
YM

Ohroch


Hard skull used to charge enemies.
Sharp, thick horns.
Four horns make impact extremely deadly.
Rough, leathery snout.
Dense coat.
Rugged, scaled exterior.
strong, heavy hooves

Prairie Digger